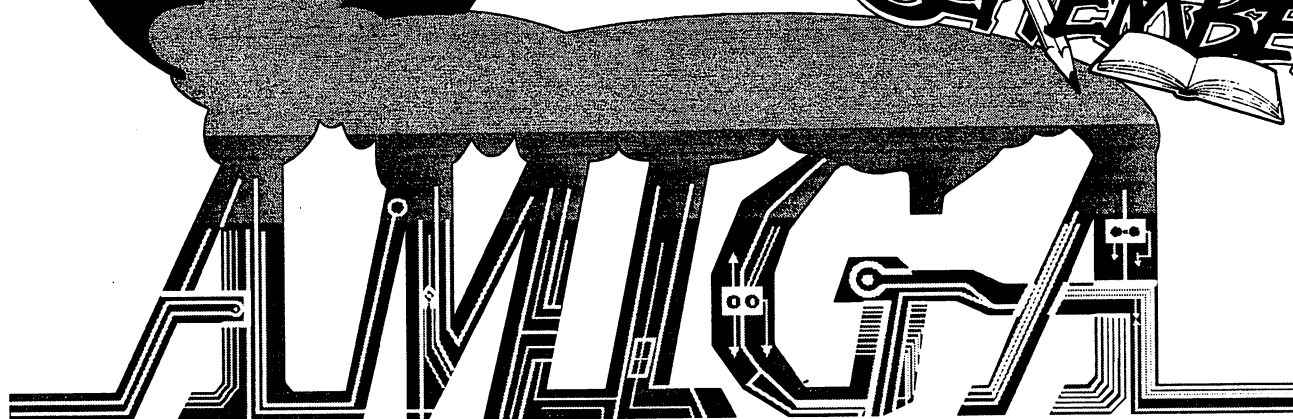


Next meeting is Tuesday, September 27

Ohio Valley

SEPTEMBER



Users Group

Newsletter

AUGUST

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What?

The Ohio Valley Amiga Users Group is a not-for-profit organization formed to provide useful information to those interested in learning more about the Amiga computer.

A Beginner's Special Interest Group (SIG) is offered to introduce new users to computing with the Amiga. Other SIGs have existed in the past: Graphics SIG, Video SIG, 3D SIG, Midi and Music SIG, C programming SIG, Modula-2 SIG, ARexx SIG, and SID SIG. These are always open for revival. As well, other SIGs may appear in the future.

A library of freely distributable software is also maintained by the club librarian, Scott Bennett. The Amiga community is blessed with a veritable storehouse of quality Public Domain, Shareware, and other freely distributable programs. If you do not have access to software through Bulletin Board Systems (BBS) or various networks, then take advantage of this resource. Copies of diskettes can be made at the meeting or at Scott's store, Expert Services, for a nominal fee.

A BBS is maintained by the Club BBS Sysop, George Gibeau. The BBS is dedicated to paying members. It offers file sections, Fred Fish diskettes, club diskettes from the library, local message areas, and some Fidonet (worldwide) message areas, as well as private mail.

A newsletter is published monthly (well, almost) by the Newsletter Editor, Dan Dennedy. All paid members and guests at meetings receive the newsletter.

Who?

President, George Gibeau	721-1214
ggibeau@iac.net	
Vice-President, Drew Vogel	232-6439
vogelap@ucunix.san.uc.edu	
Secretary, Jeff Johnson	651-1199
Treasurer, Ed Hoffman	521-3424
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ddennedy@iac.net	
Technical Advisor, Brick Eksten	371-9690
brick@iac.net	
Librarian, Scott Bennett	371-2603
scottbe@iac.net	
BBS Sysop, George Gibeau	721-1214
ggibeau@iac.net	
BBS Phone Number	241-8817

When?

Monthly meetings are held on the last Tuesday at 8:00 P.M. The Beginner's SIG meets at 6:30 P.M. before the general monthly meeting. The Officers meet on the second Tuesday of each month at 8:00 P.M.

Where?

Monthly meetings take place at 502 Rieveschl Hall on the campus of the University of Cincinnati.

How?

From Interstate 71 North

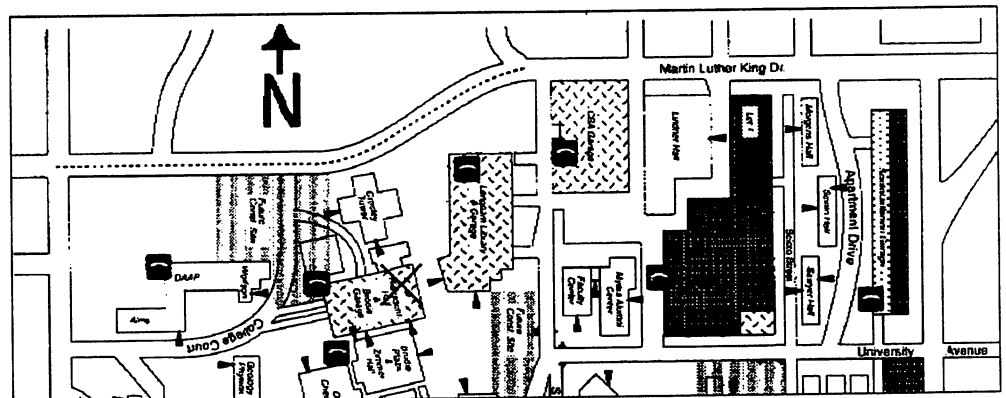
Take the Reading Rd. exit (on the left). Go up the hill. At the fork in the road, under the overpass, take the left fork onto Burnet Ave. At the next light, take a left onto William Howard Taft. Then, follow the directions for Interstate 71 South.

From Interstate 71 South

Take the Taft Rd. exit. Go through several intersections until you reach the University Plaza (shopping center). Make a right at the plaza onto Jefferson Ave. Go through two traffic lights. Make a left before you reach the next intersection. Turn left onto Martin Luther King Dr. Then, follow the directions for Martin Luther King Dr.

From Interstate 75

Take the Hopple Street exit. Make a left at the traffic light onto Hopple St. Proceed through two traffic lights, up the hill, and through two more traffic lights. Then, follow the directions for Martin Luther King Dr.

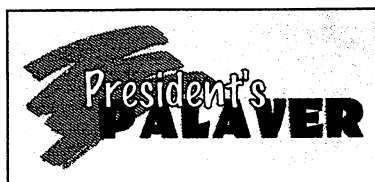


From Martin Luther King Dr.

If you turn onto campus at the light at the bottom of the hill, then you can park in the library garage. It costs to park in the garage, so try to find a place on the street. If you park in the garage, then park on the first level if possible. Then, use the exit door at the northwest end of the building, go up one flight, and use the exit door to go outside. The directions are now the same for garage and street parkers. Proceed to the base of the tallest building along Martin Luther King (Crosley Tower). Find the door and enter. Use the elevator to go to the fifth floor (press 5). Upon exiting the elevator, make a left. 502 Rieveschl will be on the right, across from the Chemistry/Biology Library.

Why?

Because you have a bad habit. Maybe someday it will even become a disease! In either case, you are a user, and you need help. Come join our social support network. ☺



by *George Gibeau*

The end of the summer is upon us and still no news regarding Commodore. We may know something after Labor day, but the big rumor is that Commodore UK is making the most serious bid.

Amiga DOS 3.1 is finally shipping :-), it is a big improvement over 2.1, and really helps keep the machine from dying an early death.

ComputerFest is this weekend in Dayton. As voted on at the July meeting, OVAUG will not have a booth there, instead we will be attending the local show in November (see ad elsewhere in newsletter). We will be asking for volunteers, so be prepared.

Larry Bragg of NewTek was at Expert Services on the 25th giving a Flyer demo. It was pretty impressive for a hand soldered board and an alpha version of the software. They still expect to ship sometime towards the end of the year. It was doing non-linear editing, A/B roll, between 2 4-gig Seagate Barracuda drives. Look for a lot of folks to go non-linear when this hits the streets.

Lightwave 3D version 3.5 stand-alone is finally shipping. This is a version of Lightwave that will run on your computer, even if you do not have a Toaster. It does need some sort of graphics card (like the Picasso) if you want to view the 24-bit versions of the rendered images, but layout and modeller work very nice on a non-toaster machine.

See you at the next meeting.

George ☺



by *Dan R. Dennedy*

Hello again. First of all, I must apologize for my lateness. There was no newsletter for July. I did not have much to include but the Minutes and one article. Then, I became ill as the deadline approached. In fact, I did not make it to the meeting for that reason. It was just too easy to forget it about after the meeting had passed. Then, my Internet service provider made the World Wide Web (WWW) server publicly accessible meaning users can have their own home pages on the WWW. I was waiting a long time for this and was planning ahead for a while. Well, I got the bright idea that the newsletter should go online! I also have many other Amiga projects I have been working on. I decided to make them the basis of the content for the coming newsletter. I had to put a lot of work into content to make up for the missing newsletters. And, here you have it.

I have heard many folks complaining that, oh, there is nothing new in the Amiga scene. Hence, the low turnout at meetings, little activity on area bulletin boards, and little overall enthusiasm among users. In fact, I fell into the trap a couple of months back. Recently though someone asked me a question while trying to make a point to another individual: "You're always looking for new things and exploring all of the time. Aren't you?" I replied, "Sure, but it can be a bad habit—a really bad

habit." She asked me to explain. I told her that if I spend all of my time just looking for new things, then I am sacrificing the time and effort I could spend to learn and use the things I already have. Just because the Amiga technology is up in the air and there is little commercial activity does not mean we should drop out. Now is the time for you to really put the machine



and software to work. Let me see some things you are doing. This is your chance to show off. Learn to use software you have acquired but never really learned to use. Find projects to work on. There is now very little of that superficial "trendy" scene to disturb you, and you can get some work done. I want to know about it and publish it—both via the newsletter and online.

As an example, I have included a tutorial on performing effects with type in either ADPro or ImageFX. I have been working ardently on ARexx scripts for use in Directory Opus, TypeSmith, AmiTCP, and others. I wrote an article about my ARexx for Directory Opus which manages LhA archives. I showed the results of both of these projects at the August meeting, and people were impressed.

Wait, there are new things out there too. I went to a demonstration of the NewTek Flyer at Expert Services. It is not ready for prime time, but, still, the way it integrates with the Toaster looks great. Besides, just the fact that it has 3 SCSI-II host adaptors is awesome! Some of Commodore's ex-employees are forming new companies and releasing new products. See the FYI section for more information. Lastly, I reviewed two public domain programs which have just seen major upgrades—term 4.0 and DeliTracker 2.07. The Amiga public domain software is first class. These programs are a couple of the finest examples.

Now, I must tell you about the changes for the OVAUG newsletter. The online version will be called "OVAUG Online." It is not really setup as a newsletter as much as it is just an information server, as it should be. OVAUG Online does not have periodic issues. It merely has several sections which grow as new content appears. The newsletter then becomes a monthly report of the changes to OVAUG online. Of course, some things such as the Minutes of the Meeting, the President's Palaver, and the Editor's message will be regular, monthly columns. In addition, the printed newsletter is changing formats to make it easier to layout and better reflect OVAUG Online. The following sections are available: OVAUG Business, For Sale, FYI: News & Announcements, Reviews, Digital Gallery, The Creative Impulse, AmigaDOS Synergy, and Tech Arena. OVAUG Business includes further selections: Who?, What?, When?, Where?, How?, Why?, President's Palaver, Editor's Message, Meeting Minutes, and

Newsletter Content Pages. The Who? selection leads to a list of officers and members. The members have the opportunity to include their input here. Member interviews, which were started by Jeff Johnson, can be included here. If a member has a home page, there will be a link to it. Also, any works created in any other section of OVAUG Online include a link to the member which made it. The Newsletter Content Pages will let the user browse the contents of other the sections as they were published via the newsletter. The Reviews section is something new. I do not want to put much emphasis here as there are excellent reviews available through comp.sys.amiga.reviews and the Amiga Report magazine. However, all of the reviews I do will follow the format found in c.s.a.reviews and established by Dan Barrett. The Digital Gallery section is new too. This section is where users can place their creations for public perusal. Again, there will be links to the members who have created them. I have also cooked up some new graphics for some sections. The graphics will always continue to evolve or change as I will.

The OVAUG Online project is hanging off my home page: <http://www.iac.net/~ddennedy>

I do not have the exact URL yet for OVAUG Online, as getting the newsletter out is higher priority, but be on the lookout for it. Also, I am considering a diskette version of the newsletter which can be in either AmigaGuide or HTML (Hyper Text Markup Language) format viewable with AMosaic-NoNet. Contact me if you want to help me, hire me, submit, or ask a question. ☐



Loaded Amiga 2000 System

Hardware

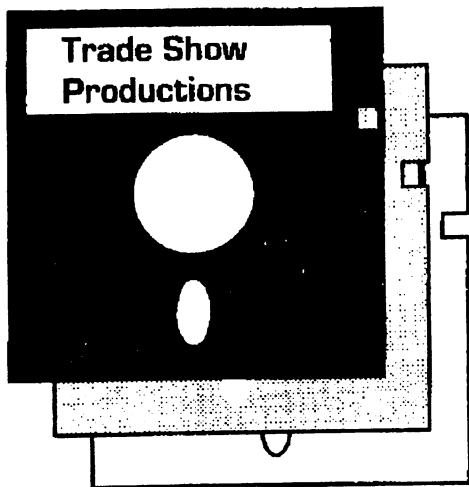
- Amiga 2000, Rev 6.2 motherboard, 1 year old
- GVP GForce 33Mhz 040, 16MB RAM, 15 months old
- Maxtor 290MB SCSI-2 Hard drive, brand new
- OpalVision 24 bit video-graphics board, 6 months old
- Commodore A1960 multi-sync monitor, 2 years old
- DKB 2MB CHIP RAM, 15 months old
- Supra 2400zi internal modem, 24 months old
- SummaGraphics Tablet, 12" x 12", with software

Software

- ARQ, BAD, DiskMaster2, Drive Doctor, HyperCache, NClic,, WB Gauge, and more.
- VistaPro 3.0, MakePath, TerraForm, and 21MB of DEM files.
- ProFills, Magic Lantern, Anim Workshop, OpalVision software.
- PageStream 2.2, Final Writer 2.1, ProPage 4.0, ProDraw 3.0.
- ATALK III, MindLink, and 30MB of archived downloads.
- Pixel Pro Converter and 17.5MB of archived objects.

Over 25 Mips & 6.7 Mflops.
Also over 70MB of Optical scans!
All of the above for \$1750.

Please contact 419-641-2340
and ask for Russ. ☐



CINCINNATI COMPUTER FAIR

November 5 & 6, 1994

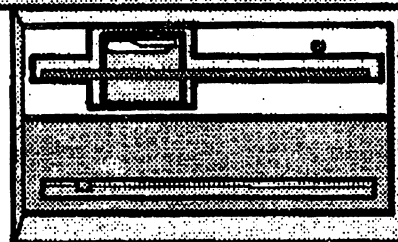
Sat. 10 AM to 5 PM

Sun. 10 AM to 3 PM

Cincinnati Gardens

**Hundreds of Vendor Tables
Dealers from around the country
Products and demonstrations
User Group and Club displays
Systems, CD's, Printers,
Software and More!**

2 Big Days!

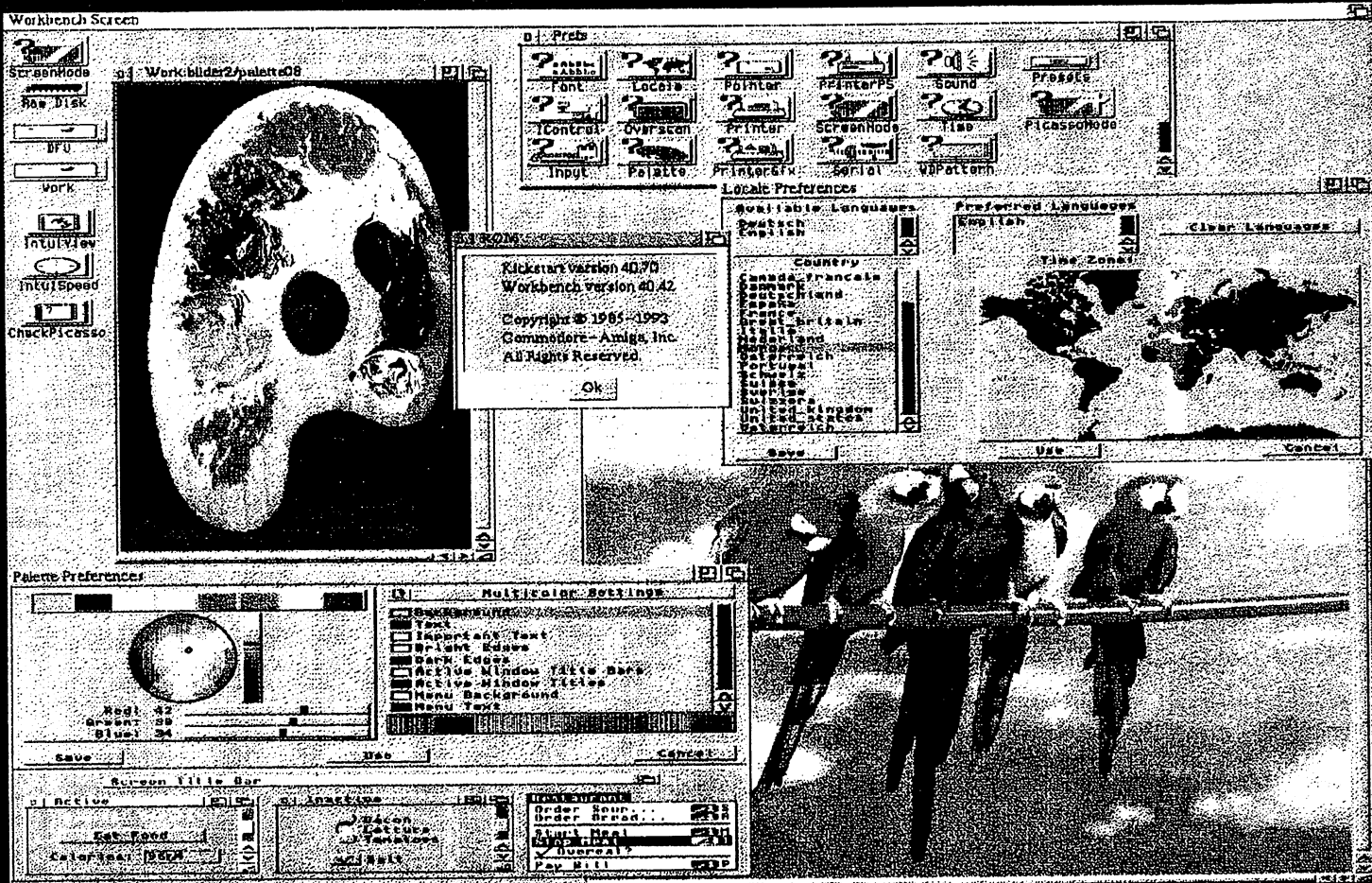


Admission \$5.00

(Good for Both Days)

For Booth Sales and Information - Call 513-263-3378

AMIGA OS 3.1



- for A500/A2000/A3000(T)/A4000(T)
- new screenmodes and improved support for graphic boards (e.g. Picasso! RTG with up to 1600x1200 pixels in 256 colors)
- significantly accelerated graphics rendering by rewritten graphics and layers libraries
- CD-ROM support (including CDXL), reads standard ISO9660 CDs (including PC data and picture CDs)
- supports different languages via Locale.library (English, German, French, Italian, Swedish, Norwegian,...)
- Datatypes for auto-detection of filetype for images, animations, sound, text, hypertext (AmigaGuide), ...
- Viewing/Playback of various files with MultiView and Datatypes
- Online help system using AmigaGuide
- Improved Graphical User Interface with easier color selection and more flexible color assignment ("Pen-Sharing")
- supports MS-DOS and Atari disks (720KB; 1.44MB with high density drives)

- Für A500/A2000/A3000(T)/A4000(T)
- neue Grafikmodi und bessere Unterstützung von Grafikkarten (wie z.B. Picasso! RTG mit bis zu 1600x 1280 Pixel in 256 Farben)
- erheblich beschleunigte Grafikausgabe durch neu-programmierte Graphics- und Layers-Libraries
- CD-ROM-Unterstützung (inklusive CDXL), liest Standard-ISO9660-CDs (inklusive PC-Daten- und -Bilder-CDs)
- unterstützt verschiedene Sprachen durch Locale.Library (Englisch, Deutsch, Französisch, Italienisch, Schwedisch, Norwegisch,...)
- Datatypes für automatische Dateityp-Erkennung für Grafiken, Animationen, Töne, Texte, Hypertext (AmigaGuide), ...
- Anzeigen/Abspielen beliebiger Dateien durch MultiView und Datatypes
- Online-Hilfe-System mittels AmigaGuide
- modernisierte grafische Benutzeroberfläche mit vereinfachter Farbauswahl und flexiblerer Farbuordnung ("Pen-Sharing")
- verarbeitet auch MS-DOS- und Atari-Disketten (720 KB; 1,44 MB mit High-Density-Laufwerken)

The following names are trademarks of the indicated companies/ Folgende Warenzeichen sind von den entsprechenden Firmen eingetragen: Commodore, the Commodore Logo, AmigaDOS, Kickstart, Workbench by Commodore, MS-DOS by Microsoft, Intellifont by Agfa Corp., Picasso! RTG by Village Tronic Marketing GmbH.

Distributed and manufactured by Village Tronic Marketing GmbH, Germany



Meeting Minutes

recorded by Jeff Johnson

REVIEW OF OVAUG MEETING, JUNE 28, 1994

Preceding the regular OVAUG meeting, for the Beginner's SIG, Ed Hoffmann presented an overview of the Amiga Guide reference format. It is a means of formatting information for quick, intuitive review. The screen has "hot buttons" embedded in the text to jump to sub texts, if so desired. Ed showed how programming of an Amiga Guide is done. Very simple and very useful. Amiga Guide comes with the newer versions of AmigaDOS, or find it on FF920. The June issue of the Newsletter contained informative articles on the subject by Ed Hoffmann and Dan Dennedy.

The Beginner's SIG is a good forum for all to bring their problems and hash them out or receive directions to the source of information before the regular meeting commences. Come on down...!!

Secretary's Report

There are 98 paid members of OVAUG. What with the financial fusion of the Amiga's parent (C= >NIL:) the club is more important and useful than ever.

Vice President's Report

Not only has Commodore

died, but Jay Miner met the Guru concurrently. Jay Miner "The Father of the Amiga" was the developer of the original Amiga custom chipset. His name and his dog's footprint are immortalized under the cover of every A1000. A fitting tombstone for Jay. He keynoted the first AmiExpo in New York in 1987. The dog's Guru'd too.

Treasurer's Report

\$223.24. Let's buy Commodore.

Librarian's Report

No new disks. Scott has amassed a heroic collection already. Avail yourself.

Tech Report

AmigaDOS3.1 will be available through Expert quite soon. They will be the American distributor. Looks like Expert is becoming West Chester on Mall Road. (See "3.1 ROM" in NEW BUSINESS)

Newsletter Report

Available this meeting. Dan is doing first rate OVAUG work.

BBS Report

Running well. George is good.

Beginner's SIG

Amiga Guide this month, cross platform issues next. Please bring up your wants and wishes.

3D SIG

Next month, more doors! Also, demos of two transition generators.

Old Business

Computerfest!! Please come show off Amy. We and the other Amiga clubs had the best section of booths in the entire show last year. Let's do it again. Sign up with George.

New Business...

should be Samsung eats Commodore.

3.1 ROM shipping at end of July. Expert Services will distribute it. Expert's association with VillageTronic of Germany is the source. 3.1 has CD-ROM support, improved layers library (window stacking), improved ReTargetableGraphics and datatypes. It has beginning hooks of RTG width and height, but not color depth. Look for pen > palette matching, improved drag and drop, and better file requesters. On top of that is improved prefs, a big color wheel, better locale, hard drive I/O faster, and improved CrossDOS. Pricing: for A4000/A3000 - \$150.00, A500/A2000 - \$125.00, for EPROMS, disks, and manuals. Ed has 3.1 on his A2000 Toaster and says it is painless. So is Ed's beer.

NewTek will unbundle Lightwave 3D. The Picasso board will be supported by Lightwave.

Demos

Drew Vogel fired up the "Forge" again. The Forge makes texture brush map generation easy.

"Distant Suns 5.0" was

demonstrated. It is an astronomy program which is thoroughly educational for those fascinated with off planet phenomena.

"Dynamic Motion Module," a program for use with Lightwave 3D, adds physics to motion. It can mimic gravity, bounce, elasticity, wind, etc. \$125.00

The highlight of the meeting was Troy Cooksey's video of action figures animated with Hash Industries' animation software he has mastered over the years. The tape was of recent toy developments Troy developed and animated. They were up to Troy's stunning level of sophistication. All this talk of hardware and software comes down to this, folks. 'Ya gotta' see it. Those of us who miss meetings, miss a remarkable show. ☺

MEMORIES OF OVAUG - THE JULY MEETING

Vice President's Report

Drew was on sabbatical even though it was Tuesday. Is it true what they say about Vice Presidents?

603/924-2195

Treasurer's Report

Ed is pleased to announce the presence of \$169.00 in the account.

BBS Report

All's well. George does a good job. He reports that the contents of the latest "Fresh Fish" will appear in the "In General" section.

Secretary's Report

103 members and holding. New members are Gary Hutchins and Michael Blain. Welcome to you!

Beginner's SIG

This Special Interest Group is in essence a pre-meeting bull session ably moderated by Ed Hoffmann. Ed prepares a special presentation on a particular subject and encourages discussion. Also, everyone's particular problems and questions are entertained. This is a very valuable function of the club, and Ed is to be commended and complimented for his work!

Old Business

It was decided not to enter the Dayton Computerfest this year. See new business.

New Business

Thank you. It was decided to enter instead the Cincinnati Computer Faire this coming November. We can make OVAUG the hometown Amiga heroes!

Death of Commodore. (This is new??) Ed Hoffmann called the Amiga World hotline (at 1-800-441-4403 ext.365) and learned the following:

Four bids were submitted to the Bahamian Supreme Court from:

- Samsung
- Phillips-Amstrand
- Commodore United Kingdom Group
- Former employees of C=

The latter two will continue the Amiga line. Evaluation of bids is expected to take place in mid-August. Keep in mind that this is a voluntary liquidation,

not a bankruptcy, and is proceeding under Bahamian laws. Maybe lots of bikini time included in the mix, too.

LightWave stand alone is shipping and has Picasso support!

Expert Services announces AmigaDOS 3.1 will be available in mid-August directly from them as they are the American distributors. ('Tis nice to have Expert right here in town! True luxury service!) There is a version for A500, A2000, A4000, A1200 and costs \$125 or \$150 depending on one or two ROM's required. The Secretary asks that Expert be contacted to verify this information.

Your humble secretary acquired 3.1 for his A4000 and it works perfectly. It should be noted that the A4000 instructions don't include which ROM chip goes in which socket. Your humble secretary took a guess figuring that if pin one was in the correct orientation nothing electrical would melt. He guessed wrong, nor did anything melt. Looking at the machine from the front, the correct locations are chip #4000-0 to the left, and chip #4000-1 to the right. Additionally, a few of the preferences editors requires datatypes.library from the 3.0 (Version #39.nn) instead of the 3.1 (Version #40.nn). Another problem I found is that preferences will no longer correctly print to PostScript. I print out of ProPage in PostScript, so it doesn't matter. Perhaps all of the files aren't in the right place. 3.1 is no different than 3.0 in practice that I can tell, but Scott tells me that it is more reliable than 3.0 and I had no trouble with 3.0. ☺



FYI

News and Announcements

Animation Contest '94

Press Release

We are accepting submissions for 2-D and 3-D original animations to be used in a video tape distributed worldwide. This tape gives animators from all over the world the opportunity to advertise their talent and show their work to the rest of the world. Computer hardware and software will be awarded as prizes to the winners of this contest. Prize winners will be determined by a select board of industry professionals. The entries will be judged on: originality, creativity, and use of equipment available. Submissions DO NOT have to be broadcast quality. In fact, we encourage ANYONE with the ability to get their animations to tape, to enter this contest. Animations done on ANY computer using ANY software will be accepted.

All persons with submissions accepted will have the opportunity to have their Name, Studio Name, and Phone Number (if requested) advertised in the credits at the end of the tape, FREE of charge. A number

will be assigned to each entry and shown on screen while his/her animation is playing. This number corresponds to their name in the credits. This gives anyone purchasing this tape the ability to find an animator for their projects fast and easily, i.e. Advertising Agencies, Video Productions Companies, etc. as well as other animators looking for help on projects or to trade ideas.

The tape will include 100's of entries from all over the world. Animations will be categorized into many different Style and Computer-Type categories and scored to an original soundtrack for those animations that do not include one.

Deadline for contest acceptance is OCT 14, 1994

The Animation Contest 94 Video Tape will be available for purchase before Christmas time 1994. It will be available in all Television Standards i.e. NTSC, PAL, SECAM, etc.

Retail price will be U.S. \$24.95 + S&H

or

U.S. \$14.95 + S&H for pre-orders before OCT 14, 1994

Anyone whose animation appears on the finished tape will receive a special discount.

For more information and contest rules, send one (1) self-addressed stamped envelope to:
ANIM CONTEST
PO BOX 9839

Fresno, CA. 93794

U.S.A.

or call:

- Internet address:
mquaschn@mondrian.CSUFresno.EDU
- BBS: (209) 447-0365 U.S.A.
(Logon: ANIM PW: Contest)
- Voice: (209) 277-1188 U.S.A.

P.S. Please e-mail any questions or suggestions to one of the addresses above, not to where you are reading this. This message is being posted in many areas and chances are we will never get your message unless it goes to one of these locations. ☐

ZedREXX

Press Release

August 8, 1994 for immediate release.

Reality Check Inc Announces Release of ZedREXX 1.0 for Amiga.

ZedREXX Provides Powerful GUI Extensions to REXX.

(NASHVILLE, TN) Reality Check Inc today announced the release of ZedREXX 1.0 for Amiga, a REXX Language Extension that adds sophisticated Graphical User Interface (GUI) capabilities using an easy-to-use yet extremely powerful syntax. ZedREXX provides users with the ability to build a GUI into any of their REXX scripts.

Unlike the complex and cryptic syntax that are common to other REXX GUI systems, ZedREXX syntax is structured, simple and easy to read. Common GUI techniques are implemented in the command host instead of in the REXX script, making the run-time speed and response time of a ZedREXX script similar to the same application written in C.

Following is a summary of the extensions that ZedREXX provides:

- Abstract textual definition of all user-interface elements.
- Platform independent user-interface description.
- Single-window or multiple-

window interfaces.

- Automatic snapshot of window size and placement.
- All controls are accessible by keyboard shortcuts.
- Font and text sensitive layout of all GUI elements.
- Support for context-sensitive on-line help.
- Drag and Drop support.
- Iconification.
- Access to common dialog boxes, such as File and Font.
- Non-modal or modal windows.
- Transparent handling of all event processing.
- Resource tracking.
- Support for object observers and multiple targets.
- Persistent object and attribute support.

ZedREXX has been in beta testing for more than nine months, and has already gained quite a following among its testers. Willy Langeveld, author of `rexarplib.library`, at SLAC, said "Finally, I can toss away `rexarplib.library`!"

ZedREXX provides an AmigaGuide on-line reference and utilizes the Commodore Installer to ease the installation process. Minimum system requirements are an Amiga running 2.04 or beyond of the Amiga Operating System.

A full featured evaluation version of ZedREXX is available for download from BIX in the `amiga/listings` area as `zrxv1r0.lha`. Product support is also available through BIX in the `amiga.vendors/reality.check` conference. To get an account on BIX call 800-695-4882 or 617-491-5410, at Login: enter `bix`, at Name? enter `bix.net`.

ZedREXX 1.0 for Amiga—REXX Language Extension is available directly from Reality Check Inc priced at \$35.00 US for single copies. For orders in North America add \$5.00 shipping and handling. For orders outside North America, add \$7.00 shipping and handling. All orders must be in US funds: Check or Money Order. Money Order orders only from outside the US. Site licenses, product bundling and OEM agreements

are also available.

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Contact:

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Reality Check, Inc.
5543 Edmondson Pike, Suite 134
Nashville, TN 37211
TEL 615-832-8888
FAX 615-832-8888

djunod@bix.com 

Obvious Implementations Corporation

DICE

Exciting news for anyone interested in programming the Amiga computer at any level—beginner through expert! For years DICE has been a respected name in the Amiga programming community. Now some of the biggest names in Amiga programming have combined talents to make DICE even better. The new DICE is fast, cheap, easy and fun.

DICE has always been a good C language compiler. Now the DICE compiler is part of an integrated "system" of programming tools designed to ease and speed creating programs for the Amiga. If you are a beginner DICE offers an intuitive visual approach to creating programs—and numerous examples to get you started. Programmers of all levels will appreciate how DICE seamlessly integrates with your favorite text editor, offering tools and information at the touch of a button.

The new DICE focuses on **productivity**. Not just a buzzword, the DICE system focuses on getting code from keyboard to execution as quickly as possi-

ble. We give you a quick development cycle and fast compile time so you can try new things quickly. We bring all help online so you don't waste time flipping through the manual.

The new DICE includes:

- Complete 450 page manual, including a section on avoiding the most common programming pitfalls.
- Full, fast, online help.
- A complete visual compile environment (that, incidentally is fully configurable to provide a visual environment for any program).
- All the updates, fixes and enhancements you'd expect to the original.
- A simple source line debugger—the most asked for features in an easy to use package.
- A Compression system for use on floppy disk systems.
- Full source code for the libraries and dozens of examples.
- A package of "bonus" tools to help find bugs in your code.

DICE is brought to you by some of the biggest names in Amiga programming; we know the Amiga inside and out. We call ourselves "Obvious Implementations Corporation," and our founding members are Matt Dillon (well known shareware author), John Toebes (Director of the Software Distillery), Bryce Nesbitt (Enforcer and longtime system software Guru for Commodore-Amiga), Andy Finkel (Amiga Shell, Amiga MicroEmacs and also longtime head of software development for Commodore-Amiga) and many well known friends.

We've priced DICE ridiculously low—there is no excuse not to delay ordering. The new DICE is available for immediate shipping. Pricing in US funds (shipping and handling are free in the US):

\$75 For owners of the registered version of DICE

\$95 For SAS/C or Manx Owners (Provide your serial number)



This price also applies to people who got part of the registered product with Amiga Shopper's *Complete Amiga C* book.

\$85 For Students (Send a photocopy of student ID or give your school name & student ID number to the operator) This applies to students and teachers throughout the world.

\$65 For Students upgrading from the registered version of DICE.

\$150 For a new purchase.

N.C. Residents must add 6% sales tax. Overseas orders add \$5.00 for shipping.

DICE error messages and screens will be available in German, French and English. The manual is English only, sorry. Additional languages may be added in the future.

About DICE

DICE is a complete C Language development system written for and on the Commodore Amiga computer. DICE includes a compiler, editor, linker, source code management tools, help system, debugger, and examples in short, everything you need to write programs which take full advantage of everything the Amiga has to offer.

DICE was designed from the start with the international ANSI C standard in mind, as well as compatibility with other Amiga C Compiler products on the market. In addition, DICE provides a number of extensions targeted at providing you with easy access to the Amiga's special features.

DICE contains no security or copy-protection "features" to get in your way. As such, an illegal copy could be yours for little or no work. We'd rather you not take advantage of this, however. We want to update, support and expand the DICE system; for that we need sales.

Product Directions

DICE is targeted at the general Amiga programmer with a typical machine. It will run effectively a low-end Amiga 500

with only 1 megabyte of memory and two floppy drives, while at the same time it will take advantage of everything an Amiga with a 68040 processor and AGA chipset can throw at it. We will continue to address the low-end machine as the base environment while enhancing the performance of the compiler and increasing the number of features available.

DICE was written with several goals in mind:

- Reasonably fast compilation. Modular executables for ease of use, reliability, and testability.
- Tight, productive integration between modules using open standards, such as Amiga AREXX, to allow for custom environments and free choice of tools.
- Provide optimization but not at the expense of reliability. DICE does no common sub-expression or loop unrolling optimization, but does do smart automatic register allocation, switch() optimizations and has multi-level history to propagate conditional expressions.
- Provide comprehensive support of the Amiga, especially for new versions of the OS that come out. DICE fully supports 1.3, 2.0 and 3.0 with an easy extension mechanism to allow development on several OS versions /betas simultaneously.
- Provide source code where appropriate so modifications or fixes can be easily made. DICE includes full source for its support libraries (c.lib, m.lib, auto.lib) and a means to remake the libraries. DICE also includes full source to most of its own utilities to allow users to make enhancements.

First Annual Commodore Deathbed Vigil Party T-Shirts Available

We're writing to you from the site of the Commodore Deathbed Vigil party, April 30, 1994. People are driving in from all over the east coast, some are flying in, AmigaWorld is sending

a reporter, Dave Haynie, Gail Wellington, Intuition Guru Peter Cherna, Carolyn Scheppler, Jeff Porter, Andy Finkel, Bryce Nesbitt and dozens more are all here. The flag at the Commodore plant is flying at half-mast.

We ask you to dim your monitors to half-brightness in respect for the passing of Commodore. Today is a day of world-wide mourning for the Amiga, and a day for prayers for a quick sale of the Amiga technology to one of the several interested bidders. As hard as this is for all of us, we realize that only by cycling through bankruptcy could the technology be sold.

In the spirit of the great Amiga wake parties of the past we've just designed a Deathbed Vigil T-Shirt. It plays on the NewTek spin-off "Play" button, and Scala's "Fast Forward" shirt. Ours has an eject button with the words "Commodore Deathbed Vigil April 30, 1994." The back will be signed by members of the Commodore development team, most of the original Amiga design team, Commodore employees as of the last week and people of the party. The shirt, of course, will be black.

The shirt is \$19 plus \$4 shipping per order in the USA and Canada, \$8 international.

We accept USA funds in the form of check or money order, and Visa, Mastercard or Discover.

To Order By Phone

Call 1-800-761-2042 (US or Canada). Have your credit card ready. If you are a student, SAS/C or Manx owner, have your student ID or serial number handy. You may also call 1-919-859-7407.

To Order By Mail

Use the form below. Your order must include (1) Name and complete address, typed or written clearly in block printing. (2) Payment in USA funds, or credit card number, date and signature. (3) Type of purchase, and ID number if required. (5) Language choice. (5) Your

Indicate number of each product:

- ```

___ $75 Previous _REGISTERED_ DICE owner.
___ $65 Student upgrade from registered
 (Include photocopy of student ID)
___ $85 Student New Compiler
 (Include photocopy of student ID)
___ $95 SAS/C or Manx owner.
 Write serial number here _____
$150 New order

```

\$19 Bankruptcy T-Shirt (Shipping \$4 per order for US/Canada, \$8 International)

(     Medium         Large         X-Large         XX-Large)

Check if appropriate

- o \$5 Overseas shipping for DICE
- o +6% N.C. Residents sales tax

Language for DICE orders

- o German (extensions to be shipped later)
- o French (extensions to be shipped later)
- o English

Write address in block letters here. For international orders include country and postal code exactly as required by your post office:

A rectangular frame made of '+' symbols, with a vertical line of '+' symbols on the left side.

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Send with payment in USA funds to:  
Obvious Implementations Corporation  
P.O. Box 4487  
Cary, NC 27519-4487  
USA

telephone number. If you like, fill in and print out the form below.

Obvious Implementations Cor-  
poration

P.O. Box 4487

Cary, NC 27519-4487

USA

### To Order By Fax

Send a fax to 919-469-3853. If you like, fill in and print out the form below.

### To Order By Electronic Mail

Your order must include (1) Name and complete address. (2) Credit card number and expiration date. (3) Type of purchase, and ID number if required. (5) Language choice. (4) Your email address and telephone number. Send order to "orders@oic.COM," expect an automated order confirmation. The name on the credit card must match the shipping address.

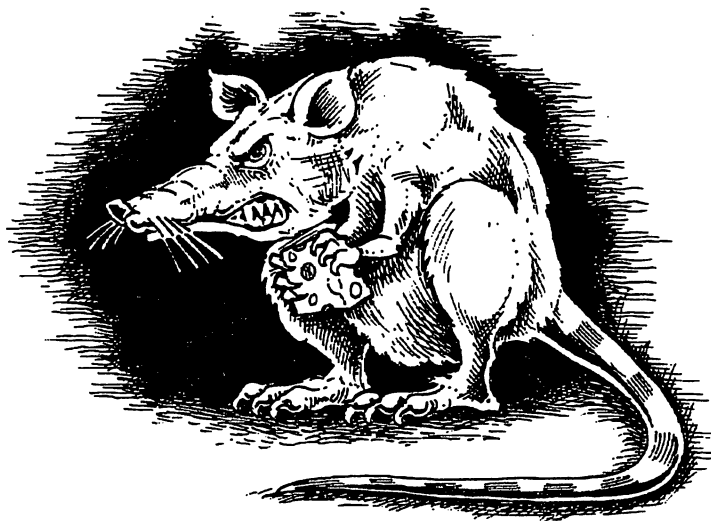
**NOTE!**

**NOTE:** If you live in Europe and your mail address ends in "adsp.sub.org," we get your mail, but return mail bounces with a message "recipient has not paid for this service" or "Der Mailverkehr nach \*.sub.org kostet Geld."

## If You Live Outside The United States Of America

From outside the USA, you may call "USA Direct," then 1-800-761-2042 (USA Direct numbers are listed in your local phone directory or on many pay telephones). At a last resort, you can call 1-919-859-7407, or fax 919-469-3853.

International Mailed orders must include a credit card number, a check drawn on a U.S. bank in U.S. funds or an international money order in U.S. funds. Money orders must have the address of a U.S. Bank on the front. Do NOT send the payment separately or allow a bank to send the payment directly to us. Do not forget to add the name of the country to the end of the return address! 



# Reviews



## Product Name

term 4.0

## Brief Description

A terminal emulator which sets the standard.

## Author/Company Information

Name: Olaf "Olsen" Barthel  
Address: Brabeckstrasse 35  
D-30559 Hannover  
Germany  
Telephone: N/A  
FAX: N/A  
E-mail: olsen@sourcery.han.de

## List Price

Gift-Ware. Recommended gifts are included in the documentation.

## Special Hardware and Software Requirements

### HARDWARE

Required: 2 MB RAM.  
Recommended: 68020 or better and a hard disk drive.

### SOFTWARE

Required: Kickstart 2.04 (version 37+).  
Recommended: AmigaDOS 3.0 or better.

## Machine Used For Testing

### HARDWARE

Commodore A2000, 1 MB Chip RAM, 10 MB Fast RAM, 28MHz Progressive 040/2000, Commodore A2091 SCSI Host, 40 MB Quantum LPS and 245 MB Seagate ST3283A hard drives, 2 internal 880K and 1 external Power XL 1.76K floppy drives, Commodore A2320 Display Enhancer, Village Tronic Picasso II RTG video card with 2 MB DRAM, Commodore 1950 Multiscan Color Monitor, Boing Optical mouse, SupraFaxModem V32bis.

### SOFTWARE

Kickstart version 40.63, Workbench version 40.42, Set-Patch 40.16, Progressive Init040

2.2, 68040.library 37.4, Picasso Monitor 2.50, Village.library 2.58, ChangeScreen 1.49, HyperCache 1.01B, XFH-Handler 1.34, xpkmaster.library 2.4, AmiCDROM CDROM-handler 1.9, CrossDOSFileSystem 40.19, RTPatch 38.290, patchdt, Upd 1.30, CycleToMenu 2.1, GarshneBlanker 38.3, MagicMenu 1.29, PowerSnap 2.2, PubChange 1.2, ToolManager 2.1, Virus Checker 6.41, Yak 1.56, Yass 1.4, MUI-Prefs 7.510, muimaster.library 7.973.

## Installation

The documentation mentions the use of the Commodore Installer utility, but I did not find this in any of the archives. Possibly, if you send for the diskette distribution, you receive this. I simply extracted the archives into a directory. I moved the libraries to libs: and the fonts to fonts: by habit, although this may not be necessary.

## User Friendly Checklist

- Uses Commodore Installer? NO (or Yes?)
- Style Guide Compliant (or close)? YES
- AmigaGuide documentation? YES
- Context-sensitive help? YES
- Help key works? YES
- Uses ScreenMode display database? YES
- Uses public screen? YES
- Scalable interface? YES
- Multiple document interface? N/A
- Supports Drag-n-Drop? YES, Applcon and AppWindow
- Iconifies? YES, into an Applcon
- Supports Commodities interface? YES
- Has ARexx port? YES
- ARexx port documented? YES
- Supports multiple sessions? YES
- Localized? YES, English and German
- Runs from Workbench and has icon? YES

- Multiple saved configurations? YES
- Keyboard controllable? YES, completely

## Review

'Term' is the terminal emulator which slices and dices. I am basically upgrading from the 3.4 version. I had an interim 3.6 release which did not last long until 4.0 was released. Therefore, this review is

aimed at two audiences: for the experienced user upgrading from 3.4 and for the uninitiated.

If you are upgrading from the 3.4, you might be expecting to find many new features because of the new release number 4.0. Well, surprise, there are not many. This is mostly bug fixes and an interface overhaul. But do not be disappointed, as Olsen has made the big switch from a non-scalable interface which requires a non-proportional font to a completely scalable interface. You may now choose any font to be used in windows and requesters. Well, it is about time you may say, but it is not an easy task. Not only does a scalable interface matter cosmetically, but those using proportional screen fonts on a public screen (e.g. the Workbench) can now open 'term' on it. In addition, he has done the job the right way. Not only did he reorganize most requesters, but windows which will not fit on the screen (because your font is too big) will open their own, large format screen which autoscrolls. Some other programs just let the window run off the edge of the screen! I have heard some users complain about the windows opening their own screen because it is very disorienting at first. The solution is to use a smaller screen font in the Screen settings window.

Another new enhancement

*term 4.0*

is the ability to open 'term' on a custom public screen as a window. Before, 'term' could open on an existing public screen as a window. However, telling 'term' to open a custom public screen would cause 'term' to backdrop the terminal window making other windows obscure itself. In addition, the status line can be torn off into its own window too. The text buffer screen setting supports the display database also. As a Picasso user,

does not receive a different volume level. Now, stereo and compressed samples can be used.

A new feature is the upload queue. You can open a window within 'term' to display the list of files, alter the list (add, remove, clear), and then upload the files as binary or text. An AppIcon is also placed on the Workbench screen such that files dropped onto it are added to the queue.

Another new feature is

new feature of the operating system, and they prevent memory fragmentation.

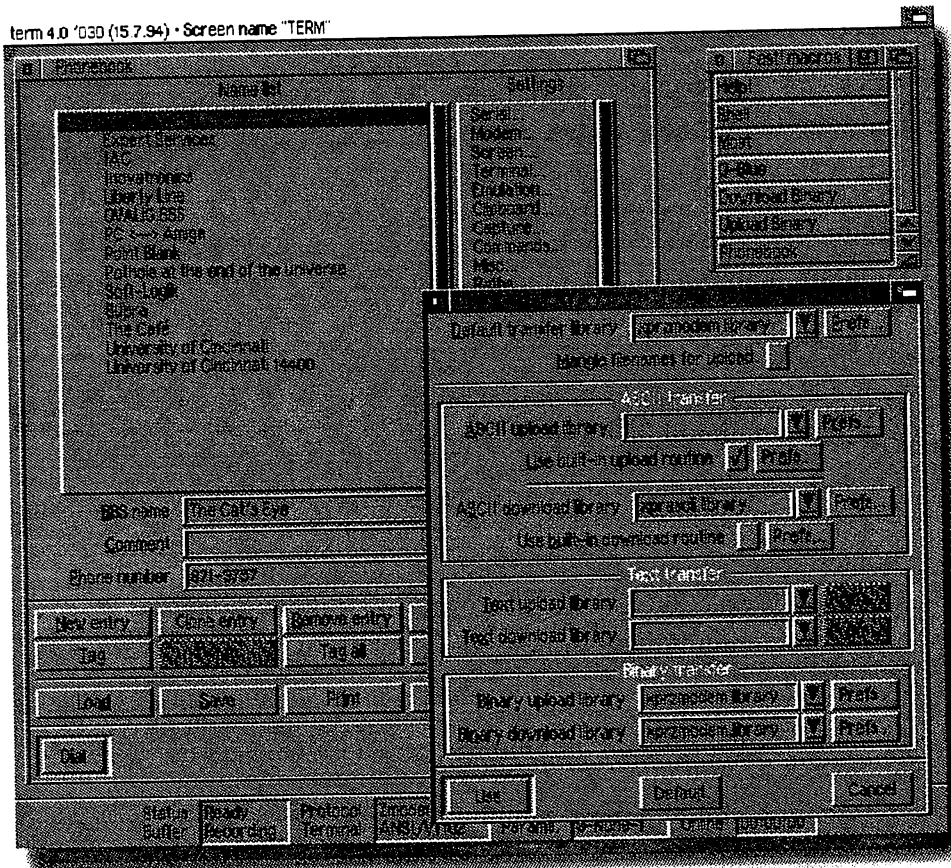
New users will find 'term' to be the most featured and well supported terminal emulator for the Amiga—that includes the commercial market as well. If you are new to telecommunications and have a robust Amiga, then 'term' should give you the least number of headaches over its competitors. While 'term' allows a dizzying array of configuration options, at least you are given them. The most obvious settings are the defaults.

'Term' offers the following features: capture logging to a file or to the printer, uploading and downloading binary files and text files, numerous terminal emulations, keyboard mapping, text translations, ANSI emulation, a macro language (ARexx) with online recording, fully featured phonebook, configurable macro button panel, unlimited (or limited) review buffer, clipboard support, screen captures, iconification, speech and sound, traps, clipboard settings such as prefix and pacing, definable serial device and unit number, online help, status line, statistics window, chat window, time and cost online calculations, a comfortable interface, localization, an edit text and upload feature, and multiple running copies. It is stable, and the speed is decent.

'Term' uses external modules to extend the selection of terminal emulations, transfer protocols, and translations.

'Term' provides several built in terminal emulations: VT220/ANSI, TTY, Atomic, and HEX. It uses the XEM interface for external emulation modules. The following XEM modules come with the 'term' 4.0 distribution: Amiga, ASCII, BBS, hex, and VT340. The XPR interface is used to provide different transfer protocols. The following modules are part of the distribution: ASCII, Bplus, Jmodem, Kermit, QuickB, VMS, Xmodem, Ymodem, Zmodem, and Zvoice. Several translation tables (keyboard mappings) are included: ISO-10-(S), ISO-11-(S), ISO-15-(I), ISO-16-(P), ISO-17-(P), ISO-

term 4.0 '030 (15 7.94) • Screen name "TERM"



I find programs which support the display database completely as the only tolerable programs any more. Other interface enhancements include better pasting from the review buffer, string history within the search requesters, and more phonebook controls. Also, phonebook entries indicate which of their settings use the default and which have been modified.

The sound capabilities are enhanced. Two new events, Ring and Voice calls, are now supported. A volume slider is added, but it controls the global volume meaning every sample

traps. Basically, you establish a list of certain strings (actually, command sequences) for 'term' to monitor. When 'term' traps the string, a corresponding command is executed. This is a very handy feature. The same thing can be programmed in ARexx, but the traps interface makes it much more accessible to users not familiar with ARexx.

There have been numerous changes beneath the hood as well. The term for them would be "other optimizations." Most notable among the changes is the usage of memory pools. Memory pools are a somewhat

21-(D), ISO-4-(GB), ISO-60-(N), ISO-61-(N), ISO-69-(F), and PC-8.

Other parts of the distribution include numerous sound samples, a German catalog for localization, and five ARexx scripts including an automatic login script. In addition, Olaf Barthel has included his port of the HydraCom protocol. 'Term' 4.0 now provides a means for other programs to "rendezvous" with 'term' to gain control of the serial port. The HydraCom program uses this mechanism to provide simultaneous bi-directional file transfers and chatting.

### Documentation

The documentation is the best in the business. It is available in plain ASCII, AmigaGuide, PostScript, and TeX dvi formats. It is extremely comprehensive and verbose serving the beginner and expert alike. It does not, however, explain telecommunications in general for new users. Context-sensitive online help is available and uses AmigaGuide.

### Likes

The interface is a work of art. I mostly like how well the program utilizes the features of the operating system. I believe it is a model application all developers should study while designing new products or upgrades, especially since the source code is available. In addition, I like the stability, configurability (pure delight), and ARexx port.

### Dislikes and Suggestions

The only dislikes I have are minor gripes. When I tear off the status line, the status line window title and main window title are the same. This presents a problem with window selecting utilities such as Yass. And? Give me time, I'm sure can find something else.

My only suggestions are to add features. RIPScrip is gaining popularity, I do not call BBSes which use it, but others may. Faxing would be a nice addition. I know there are other faxing solutions for the Amiga, but I

have not been satisfied with them, and Class 1 faxes are rarely supported. One other big omission which can be found on other platforms are loadable modem configurations for popular modems. Possibly the user base can develop this and hand it over to Olaf for inclusion in the distribution.

### Comparison to Other Similar Products

It is fairly heavy compared to other terminal emulators. It takes up both a lot of memory and CPU cycles. To some, this a major flaw of 'term,' and they bash it. Personally, I enjoy the configurability and features, and I have the resources to spend. Most people who argue against 'term' argue in favor of VLT as VLT is slimmer and speedier than 'term.' I agree that VLT is also excellent; it is my second choice. Terminus is another favorite among the users, and, frankly, I fail to see why.

### Bugs

#### From the documentation:

During beta testing certain software did not work very well with 'term' (nothing serious I would say, but you may have a different opinion). There are also a few problems that would show up at the last minute (and at great expense) when it was too late to find a fix. Last but not least the following list also includes a few 'features' for which I was unable to find a better solution.

When running on the Workbench screen 'term' keeps eating processing time, even the mouse no longer moves smoothly. It's sad but true: if any other window partly obscures the status line display system performance will suffer greatly. Try to make 'term' the frontmost window or separate the status line display from the main window in order to get rid of this nuisance.

As of Kickstart 2.04 slider and list displays look rather odd. The gadtools.library user interface support routines do not handle proportional-spaced fonts very well in v2.04. Try to use a different user interface font, preferably a fixed-width

font.

With MagicMenu running in the background the checkmark and Amiga symbols overwrite some menu entries. MagicMenu does not notice 'term' scales these symbols to fit the current screen display aspect ratio. Future versions of MagicMenu may address this problem.

In the built-in screen mode requester some screen modes show up twice. No harm should be done. The built-in screen mode requester is only used under Workbench v2.04, you should upgrade to v2.1 or even to Kickstart 3.x.

With small terminal window sizes the status line display no longer fits into the window. 'term' always pays attention to the terminal settings, it does not take the status line width into account. No harm should be done.

Not all the buttons in the file transfer window do what their labels say.

The XPR library running the file transfer is responsible for listening to the commands 'term' sends to it when the "Abort entire transfer," "Skip current file" and "Abort transfer batch" buttons are pressed. Not all libraries will pay attention to these commands. So far only "xprkermit.library" responds to all commands. The xprzmodem.library included in the 'term' distribution will ignore the "Abort transfer batch" command. All other XPR libraries either treat all buttons the same way, i.e. they abort the transfer no matter which button is pressed, or just pay attention to the "Abort entire transfer" command.

### Reviewers notes:

I do not use this program as I often as I used to since I use AmiTCP now. Therefore, I have not uncovered any bugs yet.

### Vendor Support

Olaf Barthel does not provide technical support per se. He accepts bug reports electronically or by mail as long as they are detailed. He has spent tremendous amounts of energy on good documentation so that

technical support is usually not needed. Olaf Barthel also states that 4.0 may be the last major release of 'term.' So, future support is questionable. I am confident he will continue bug fixes, but new features are dependent upon user support. All are encouraged to donate a gift of some sort. He intends to have a CD of his projects pressed and sold for about \$35 (US) to be named "Olsen Collection." Look for it.

### Warranty

None.

### Conclusions

like it.

### Copyright Notice

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All rights reserved.  
Email: ddennedy@iac.net  
WWW:  
<http://www.iac.net/~ddennedy>



# Sensi Japanese Language Series

### Product Name

Sensi(tm) Japanese Language Series version 2:  
• Japanese Talking Picture Dictionary,  
• Japanese Vocabulary,  
• Japanese WordADay,  
• Japanese Hiragana.

### Brief Description

Japanese Dictionary: a 1,019 word digitized dictionary.  
Japanese Vocabulary: a vocabulary quiz utilizing the dictionary.

Japanese WordADay: Popup style Japanese vocabulary builder.

Japanese Hiragana: an instructional program to teach the Hiragana character set.

### Author/Company Information

Name: Classical Dreams!/Wayne Quigley, Sr.  
Address: PSC 473 Box 1457  
FPO AP 96349-5555  
Telephone: N/A  
FAX: N/A  
E-mail: N/A

### List Price

\$40.00 (US)  
\$2.00 (US) shipping within the U.S.  
\$5.00 (US) shipping outside the U.S.  
Free Demo available in Fred Fresh library or on Aminet.

### Special Hardware and Software Requirements

**HARDWARE**  
Required: 1 MB RAM, Speakers for sound, 2 or more floppy disk drives if running from floppy.  
Recommended: A hard drive or optical drive with 11-12 MB free. A deinterlacer is recommended for Japanese Hiragana.

### SOFTWARE

Required: AmigaDOS 1.3 or higher

### Copy Protection

None.

### Machine Used For Testing

**HARDWARE**  
Commodore A2000, 1 MB Chip RAM, 10 MB Fast RAM, 28MHz Progressive 040/2000, Commodore A2091 SCSI Host, 40 MB Quantum LPS and 245 MB Seagate ST3283A hard drives, 2 internal 880K and 1 external Power XL 1.76K floppy drives, Commodore A2320 Display Enhancer, Village Tronic Picasso II RTG video card with 2 MB DRAM, Commodore 1950 Multiscan Color Monitor, Boing Optical mouse.

### SOFTWARE

Kickstart version 40.63, Workbench version 40.42, SetPatch 40.16, Progressive Inir040 2.2, 68040.library 37.4, Picasso Monitor 2.50, Village.library 2.58, ChangeScreen 1.49, HyperCache 1.01B, XFH-Handler 1.34, xpkmaster.library 2.4, AmiCDROM CDRom-handler 1.9, CrossDOSFilesystem 40.19,

RTPatch 38.290, patchdt, Upd 1.30, CycleToMenu 2.1, GarshneBlanker 38.3, MagicMenu 1.29, PowerSnap 2.2, PubChange 1.2, ToolManager 2.1, Virus Checker 6.41, Yak 1.56, Yass 1.4, MUI-Prefs 7.510, muimaster.library 7.973.

### Installation

I only have the demo version which comes in separate LhA archives. Installation consists of extracting the archives into a directory. The directory "1" must be moved to a sub-directory of Japanese Dictionary. The programs may not reside in a directory name with spaces in it nor in a directory named "Japanese" (go figure). "Readme" text files explain these installation rules. The text files have icons, but the default tools of them are set to "C:More" rather than the standard configuration of "SYS:Utilities/More" or "SYS:Utilities/MultiView."

### User Friendly Checklist

- Uses Commodore Installer? NO, not needed
- Style Guide Compliant (or close)? NO
- AmigaGuide documentation? NO
- Context-sensitive help? NO
- Help key works? NO
- Uses ScreenMode display database? NO
- Uses public screen? NO
- Scalable interface? NO
- Multiple document interface? N/A
- Supports Drag-n-Drop? NO
- Iconifies? NO
- Supports Commodities interface? NO
- Has ARexx port? NO
- ARexx port documented? N/A
- Supports multiple sessions? YES
- Localized? NO
- Runs from Workbench and has icon? YES
- Multiple saved configurations? NO
- Keyboard controllable? NO, except some menu acceleratoes

### Introduction

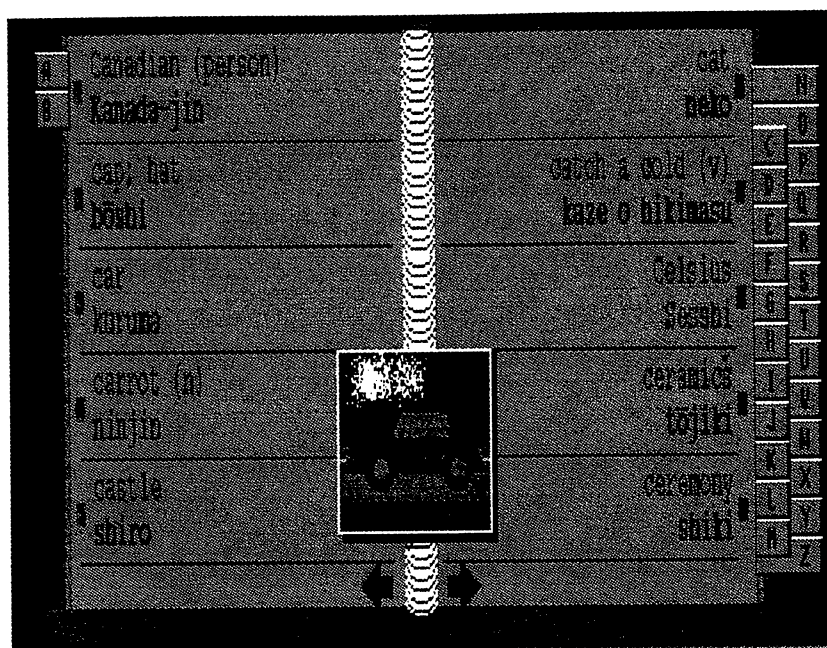
I do not generally partake in educational software, but since I



studied two quarters of Japanese at the University of Cincinnati, I just had to check out these four programs. The Japanese language is fairly complex as it contains several different character sets. First of all, there are two "Kana" phonetic alphabets called Hiragana and Katakana. Hiragana is the most common. There are over 60 different symbols in this set. Katakana is another "Kana" set used mostly to represent the many "Western" words their culture has embraced. There is also Romanji which is the English character representation of Japanese words. I think it is only used by the Indo-European languages rather than by the Japanese. Finally, as we all fear, there is the ancient Kanji which has a separate symbol or picture to represent a concept. Kanji is actually Chinese and was adopted by the Japanese. However, as the cultures diverged, the languages mutated, and the Kana sets were developed by the Japanese. After World War II, the Japanese government made an effort to reduce the usage of Kanji by reducing the set to 1850 derivatives and by simplifying the symbols. Mr Quigley's programs are based upon Hiragana. He uses Romanji also to represent pronunciations. More specifically, his font named Nihongo uses the international characters to indicate long or short vowel sounds.

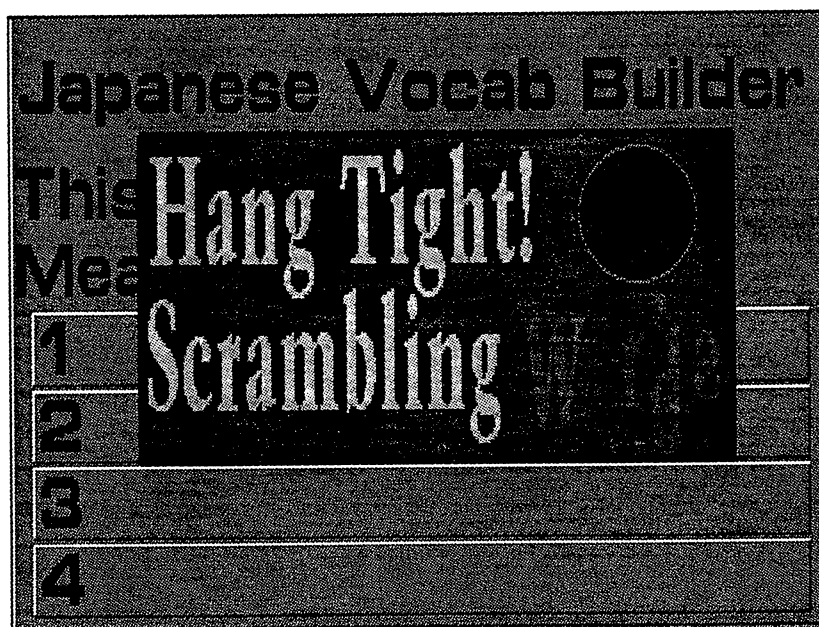
There are icons for all programs and text files. Each program comes in two versions, a regular and a "small" version. They were written with CanDo, so the "small" versions are made to use the CanDo.library for playback. The regular versions are standalone executables. On my setup, the "small" versions of the programs failed. Possibly I have an outdated CanDo.library (version 1.50). The regular versions of the programs worked fine except for one. The programs are quite simple to operate with all features displayed up front. There are no configuration options available besides disabling sound and some graphics.

### Japanese Dictionary



This is the best program of the four. It is a 1,019 word Japanese Talking Picture Dictionary (figure 1). The interface looks like an address book, and the alphabetical tabs work. The arrow gadgets at the bottom center turn pages. The demo comes with one disk of sound samples. There are twelve diskettes of digitized words in the registered version. The quality of the samples are excellent and are recorded from an actual Japanese woman named Satchaco. The small graphics

which illustrate selected words, on the other hand, leaves something to be desired. All in all, though I love to hear my Amiga talking Japanese! I think that 1,019 words is not very much, and I do not like the CanDo program and interface as they are not StyleGuide compliant. This application would be ideal though for a CDRom with many higher resolution bitmap illustrations and a dictionary of at least 50,000 words.



## Japanese Quiz

This program is supposed to use the dictionary data to present a flashcard type quiz (figure 2). You can either guess English given Japanese or vice-versa (sp?). It starts by scrambling words, but on my machine it just halts at this point—that, or the sort routine is awfully slow. No more comments.

majority of Hiragana characters by pronouncing the sound, speaking a word which starts with the sound, and drawing the strokes of the character on the screen. This can be extremely valuable for the new Japanese student, as I spent the entire first quarter just learning this character set (more or less). The characters are presented in “the grid” which is used in education

quirements, installation, operation, and notes on how to reach the author.

## Likes

See above.

## Dislikes and Suggestions

See above.

## Comparison to Other Similar Products

No comment.

## Bugs

Japanese Quiz fails to run on my machine. In Japanese Hiragana, using the “Pencil On” feature, which displays a picture of a pencil while stroking, renders the program unusable, but it does not crash the machine. I did not attempt to contact the author about these problems as that would require snail mail.

## Vendor Support

No comment.

## Warranty

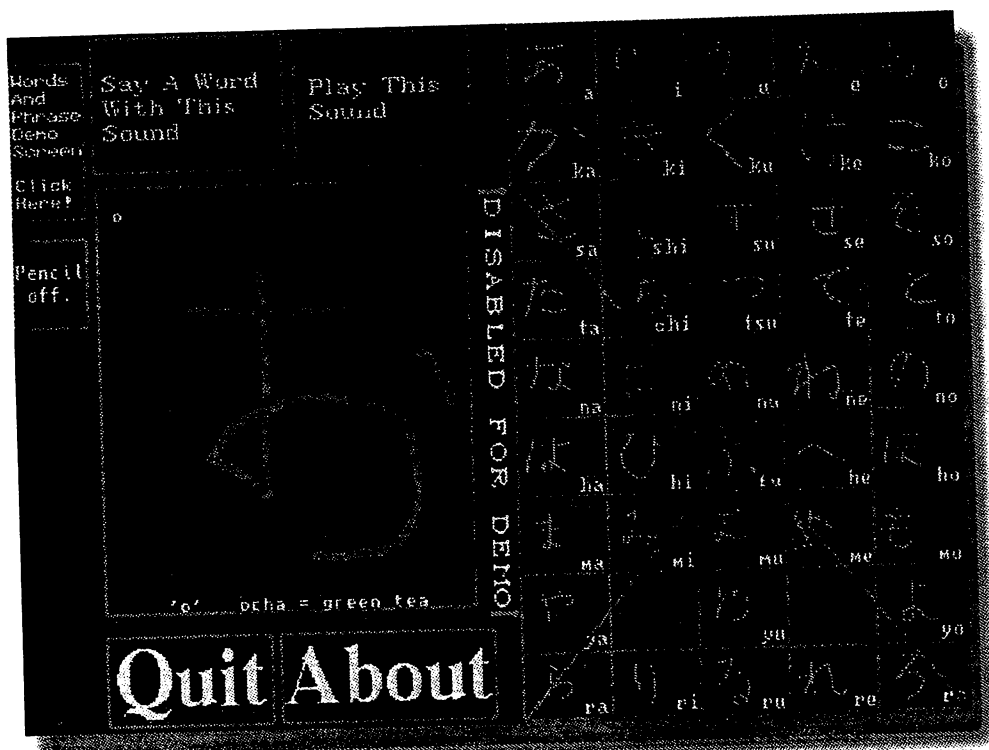
None.

## Conclusions

The programs are of fair quality as far as Amiga educational software goes. Most of them work, but I run a rigorous AmigaDOS environment. So, I am not surprised when some programs will not run. The new Japanese student may find them useful but will certainly outgrow them quickly. The dictionary is obviously not intended to be used as a reference item, however nice that might be to have. They are interesting, but I do not find that they are worth the registration price. Still, I'll probably keep the samples—I like hearing my Amiga speak as female Japanese. These programs are available through Fred Fish collections or on Aminet.

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Email: ddennedy@iac.net  
WWW:  
<http://www.iac.net/~ddennedy>



## Japanese WordADay

This program also uses the dictionary to randomly present a Japanese word, the English equivalent, and part of speech. Unlike the other programs which open a custom screen, this one opens a window on the Workbench. The author suggests placing the icon in the WBStartup drawer to learn a new word on every boot up sequence—hence the name. I opted not to do this as I reboot my machine several times a day in the least. It works as expected. Clicking on the right side of the window will play the sample if available. Clicking on the left shows a new word.

## Japanese Hiragana

This program is great (figure 3). It teaches the user the

because it groups the sounds by phonetic category. The demo version comes only with the top 10 characters enabled and sounds for each. However, not all of the Hiragana is represented even in the registered version. It uses an interlaced screen, so a deinterlacer is recommended. Clicking on the “About” button displays the readme file in a window with a scroll bar.

## Documentation

Documentation is provided as text files which have icons, but the icons' default tools are set to “C:more” which is not standard. In two of the programs the test files are viewable online. The documentation is fairly complete indicating re-



## Product Name

DeliTracker 2.07

## Brief Description

A modular sound player primarily for MODs. It supports MODs having up to 32 voices and larger than available CHIP RAM.

## Author/Company Information

Name: Delirium Softdesign—  
Peter Kunath and Frank Riffel  
Address: Frank Riffel  
Merkstr.27  
82405 Wessobrunn  
Germany  
Telephone: N/A  
FAX: N/A  
E-mail: N/A

## List Price

Shareware. Registration fee of \$20 (US).

## Special Hardware and Software Requirements

### HARDWARE

Required: 150KB RAM  
Recommended: 1MB RAM  
and a loud stereo system.

### SOFTWARE

Required: Kickstart 2.04  
(version 37+).  
Recommended: AmigaDOS  
3.0 or better and XPK version 2  
or better.

## Machine Used For Testing

HARDWARE  
Commodore A2000, 1 MB  
Chip RAM, 10 MB Fast RAM,  
28MHz Progressive 040/2000,  
Commodore A2091 SCSI Host,  
40 MB Quantum LPS hard drive  
and 245 MB Seagate ST3283A  
hard drives, 2 internal 880K and  
1 external Power XL 1.76K floppy  
drives, Commodore A2320  
Display Enhancer, Village Tronic  
Picasso II RTG video card with 2  
MB DRAM, Commodore 1950  
Multiscan Color Monitor, Boing  
Optical mouse, Realistic 32-  
1200C Stereo Mixing Console,  
Fisher CA-39 Stereo Amplifier,  
Acoustics Research 3-way

cabinet speakers.

## SOFTWARE

Kickstart version 40.63,  
Workbench version 40.42, Set-  
Patch 40.16, Progressive Init040  
2.2, 68040.library 37.4, Picasso  
Monitor 2.50, Village.library  
2.58, ChangeScreen 1.49, Hy-  
perCache 1.01B, XFH-Handler  
1.34, xpkmaster.library 2.4,  
AmiCDROM CDRom-handler  
1.9, CrossDOSFileSystem 40.19,  
RTPatch 38.290, patchdt, Upd  
1.30, CycleToMenu 2.1,  
GarshneBlanker 38.3, Magic-  
Menu 1.29, PowerSnap 2.2, Pub-  
Change 1.2, ToolManager 2.1,  
Virus\_Checker 6.41, Yak 1.56,  
Yass 1.4, MUI-Prefs 7.510,  
muimaster.library 7.973.

## Installation

Installation is made simple  
with the Commodore Installer  
utility. Expert mode allows com-  
plete selection of player modules  
and Genies to install.

## User-Friendly Checklist

- Uses Commodore Installer? YES
- Style Guide Compliant (or close)? YES
- AmigaGuide documentation? NO
- Context-sensitive help? NO
- Help key works? NO
- Uses ScreenMode display database? NO
- Uses public screen? YES
- Scalable interface? NO
- Multiple document interface? N/A
- Supports Drag-n-Drop? YES, AppIcon and AppWindow
- Iconifies? YES, into its titlebar
- Supports Commodities inter-  
face? YES
- Has ARexx port? YES
- ARexx port documented? YES
- Supports multiple sessions? NO
- Localized? YES, English and  
German
- Runs from Workbench and has  
icon? YES
- Multiple saved configurations? YES
- Keyboard controllable? YES, al-  
most completely

## Review

DeliTracker is a modular  
sound player. The external  
modules are responsible for han-  
dling the different file formats.  
There are modules for IFF 8SVX  
sound samples, IFF SMUS  
(Sonix) songs, and numerous

# DeliTracker 2.07

MOD formats. DeliTracker  
presents a nice, simple control  
panel window which has com-  
mon VCR style controls. It is sys-  
tem friendly and multitasks.  
Although it directly addresses  
the Paula sound chip, it allocates  
sound channels properly so the  
system beep is audible. Further-  
more, it does not interfere with  
the serial device. It automati-  
cally handles NTSC and PAL  
MOD.

When the program first  
starts, the control panel window  
appears. The window has four  
fields. One is for module name  
which is the song or sample  
name, not the external player  
module's name. The format field  
displays the file format. There is  
a user definable comment field  
which stores the comment in the  
filenote. The time field gives the  
time elapsed. Pressing the time  
button above it resets the  
counter. It would be nicer to  
have a multi-function time  
counter which can show time  
remaining too. The counter  
resets with each new song.

The second half of the con-  
trol panel is all buttons. Clicking  
on the first one which looks like  
a question mark brings up the  
Options window. It is a non-  
modal window rather than a re-  
quester. From here you define  
the paths, a public screen to use,  
a hot key activator, a default file  
matching pattern for the file re-  
questers, different options for  
transitions between songs such  
as fading and randomization,  
memory options for those low

on chip memory, a filter toggle, and other toggles.

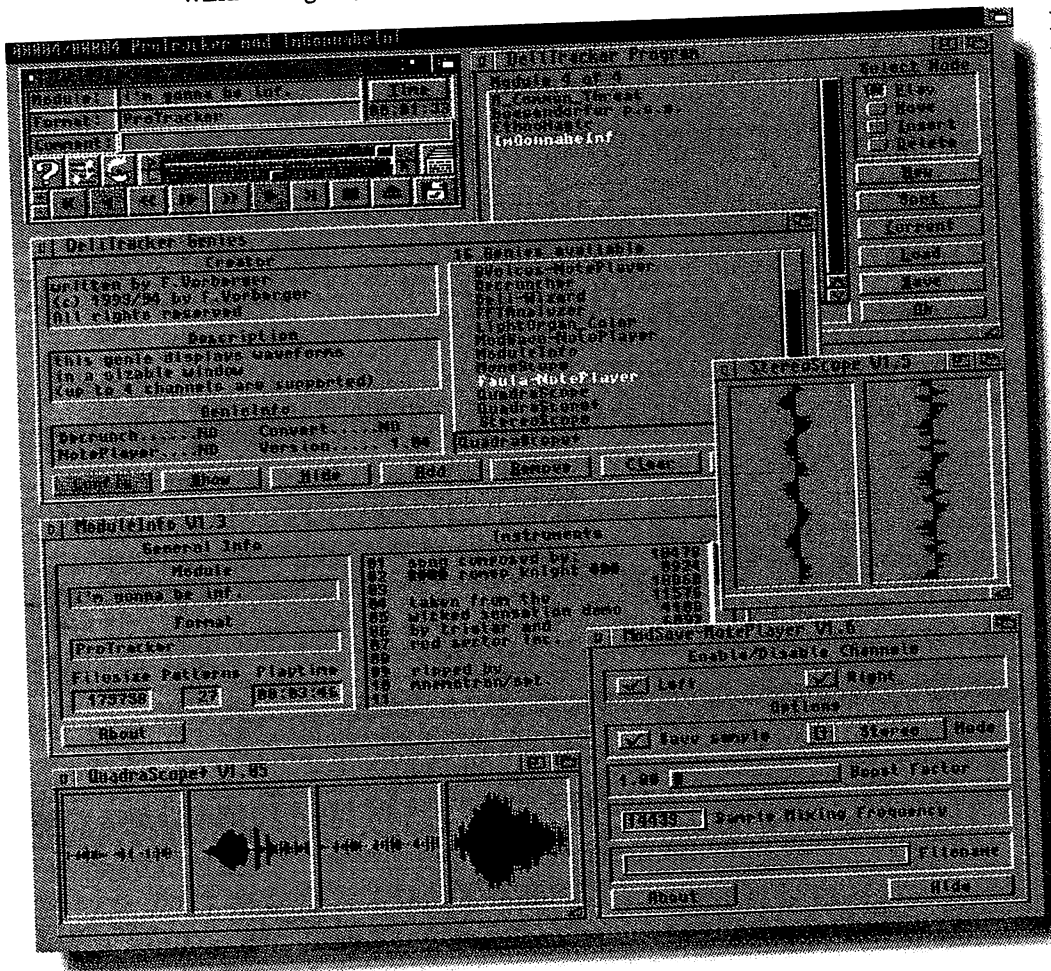
The next button looks like a couple of notes on staff paper. Pressing it opens the external player modules configuration window. Again, this is a non-

are operational. There are show and hide buttons to open and close an optional player module window. There is a config button too for players which need it. For example, some song players (as opposed to MOD players)

position on the screen. There are different types of Genies: NotePlayer Genies, Decrunch Genies, Convert Genies, and Other Genies. The NotePlayer Genies actually perform the playing of sounds. They are like virtual audio devices. The NotePlayer Genies are prepared to handle 16 bit samples using signed, unsigned, or ulaw encoding. This means it can be made to work on other hardware or future chip sets. Decrunch Genies perform decompression before handing the data over to another Genie. XPK decompression is built in but requires version 2 or better of xpkmaster.library. The Convert Genies will convert one MOD format to another. Other Genies "have no defined task." Usually, the Other Genies are used to provide the stereoscopes, waveforms, and extended module information. The sample screen shows the ModSave-NotePlayer, ModuleInfo, QuadraScope+ and StereoScope Genies in operation.

The rightmost button which looks like a stack of documents opens the Program window. The Program maintains a list of files to be played in order. List entries can be played, moved, inserted, and deleted. The list can be saved and loaded later. If the "Songend" option is turned on in the Options window, then the entries in the program are played sequentially. If one of the random options is also turned on, then a file is chosen at random when one ends or time-outs. If neither the time-out nor songend option is used, then the same song just loops over and over driving the listener mad. It would be a really nice feature if a list could include another list.

The other controls are obvious. There are sliders for volume and balance, plus and minus buttons to control the speed of playback, previous and next song buttons, previous and next sub-song buttons, previous and next pattern buttons, a



modal window rather than a requester. In fact, most of the windows in DeliTracker are non-modal so that you may keep them open while you do other things inside DeliTracker. The Players window allows you to add available players from the PlayerStore directory. Memory is used for each module made available, so only load the players you need. Of course, player modules can be removed also. A list with scroll bar and buttons displays the available players. Clicking on one of the players yields creator and feature support information. The Playerinfo section indicates which of DeliTracker features

need a path to the instruments directory.

The next button looks like a magic lamp. Clicking this opens the external Genie modules configuration window. Genies are new concept introduced with release 2 of DeliTracker. From the documentation, "They are little 'programs' which extend or enhance DeliTracker's functionality." Genies are entirely separate processes and can have their own GUI. Almost all Genies have a couple of common menus to set some options. The options include telling the Genie to open its window when DeliTracker is started and recording the window size and

play/pause button, a stop button, and an eject button. The last button opens the file requester to load a new song.

DeliTracker opens its main control window as an AppWindow which means it supports drag and drop. Dropping an icon of a file in the window will attempt to load the file. Dropping a drawer will add all files which match the search pattern to the Program list and begin playing the first one. Normally, closing the window with the window close gadget only hides the window because it is a commodity. However, if the AppIcon option is toggled on, then closing the window places an AppIcon on the Workbench. The AppIcon is handled in the same way as the AppWindow.

The DeliTracker interface does not end there though! The main control window has menu equivalents for everything. Also, every menu item has a keyboard accelerator. Other windows may or may not have menus, but most buttons have a letter underlined to identify its keyboard equivalent. Furthermore, there are AReXX commands for everything except options internal to the Genie and Player modules.

The following Player modules come with the distribution: SoundTracker15, SoundTracker31, NoiseTracker, StarTrekker4, ProTracker, CustomPlay, Actionamics, DeliS3M, Delta1.0, Delta2.0, DSS, DTMusicMaker4, DTMusicMaker8, EMS, FastTracker, FC1.3, FC1.4, Fred, FTM, GMC, GMOD, Grouleff, Hippel, Hippel-COSO, HolyNoise, Ice11, IFF-8SVX, IFF-SMUS, JamCracker, M.O.N., MarkII, MaxTrax, MED (MMD0, MMD1, MMD2, no songs), MEXX, Mugician, MultiTracker, Music-Ass, NoiseTrackerPak, OctaMED, Oktalyzer, ProRunner21, PumaTracker, QCReplay, RIFF-WAV, SaPlayer, SIDMon1.0, SIDMon2.0, SoundFX13, SoundFX20, SoundMon20, SoundMon22, ST-NT-PT\_Song, ST26, StarTrek-

ker4AM, Synthesis, TakeTracker, TFMX\_1.5, TFMX\_7V, TFMX\_Pro, TME, VectorDean, VSSDeliPlayer, and Whittaker.

The following Genie modules come with the distribution: Paula-NotePlayer, 4Voices-NotePlayer, 8Voices-NotePlayer, 32Voices-NotePlayer, 32-Voices-NotePlayerPlus, 14Bit-NotePlayer, ModSave-NotePlayer, Decruncher (LhA and Imploder), Deli-Wizard (Converter), ModuleInfo, MonoScope, StereoScope, QuadraScope, QuadraScopePlus, LightOrgan\_Color, and FFTAnalyzer (Cool!).

The 32Voices, 32VoicesPlus, 14bit, and ModSave NotePlayers use DeliMix technology. DeliMix performs realtime sample mixing to output up to 32 voices over the Amiga's native 4 channel, stereo sound. It even supports samples with differing frequencies. It takes advantage of an 68020 or better CPU. I did not notice any severe performance penalty while using this.

Finally, the best for last; the Paula NotePlayer can be disabled. Every other NotePlayer can store the samples in FAST RAM if available. Then, a 1KB CHIP RAM buffer is used during playback. No more CHIP RAM blues! Of course, a 68020 or better and FAST RAM is recommended.

## Documentation

Documentation consists of three ASCII text files. The documentation is complete, well written, and organized. It includes ASCII diagrams to illustrate the examples. Also, all modules are clearly documented.

## Likes

Mostly I like the modular nature of this program. I like modular things in general. It has allowed the program to mature so that it can now support the new 32 channel MODs. Secondly, I like the interface because it is close to the standards. There-

fore, it integrates well with other software. I can make the control panel appear on the default or frontmost public screen for easy, quick access.

I also welcome the S3M module player. I use Scream Tracker on my PC. Scream Tracker was written by the premier PC group, the Future Crew. Scream Tracker is a 32 channel tracker which outputs the S3M format.

The ability to load the MODs into FAST RAM is also a big boon to me.

## Dislikes and Suggestions

I wish the time display could also display time remaining. I wish that program lists could include other lists.

## Comparison to Other Similar Products

EdPlayer is an old MOD player by Ed Mackey. It does not support many formats, but it has an awfully pretty face. The problem with it is that it opens a custom screen at the bottom of the Workbench screen which present problems with my Picasso. D.A.S.ModulePlayer is the new, but tough, kid on the block. It matches DeliTracker2 nearly feature-for-feature. It even outputs in Surround (decoder required). However, it uses the controversial MUI interface. I do not like it because it crashed on me while I was writing this and I lost some work.

## Bugs

I have not discovered any as of yet. The FastTracker player opens a "Save Sample" requester after opening a file. Is this a feature or a bug?

## Vendor Support

Bug reports accepted.

## Warranty

None.

## Conclusions

I like it—a very major and

very welcome upgrade!

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# Nerv

## Product Name

Nerv, version 1.0

## Brief Description

Nerv simulates working with an unregistered shareware program.

## Author/Company Information

Name: KLOAKE Soft  
Address: <none given>  
E-mail: mluehr@htwm.de

## List Price

Shareware: 30.- DEM  
(German currency only).

Available on Aminet  
(pub/aminet/util/misc/Nerv.lha  
on wuarchive.wustl.edu and  
possibly other mirror sites).

## Special Hardware and Software Requirements

### HARDWARE

Kickstart 37.175 or higher  
(AmigaDOS 2.04 or higher).

### SOFTWARE

exec.library  
dos.library  
intuition.library

## Copy Protection

None.

## Machine Used For Testing

Amiga 500/7, 2 MB Fast  
RAM, 1 MB Chip RAM, 5 MB  
Missing RAM.

1 internal 880K floppy

1 external 880K floppy  
Quantum 240 MB external  
hard drive.

Sucking Monitor

AmigaDOS 2.0.

2 Bottles of Coke

## Installation

One line must be added manually to the startup-sequence, and one program must be copied to the C: directory.

## Review

The product is submitted in three different languages: German, English and Swabian. After running one of the versions, an annoying requester appears every few seconds. It has four buttons that all do the same thing: close the requester.

After you have acknowledged the requester several times, you really get annoyed. It's really not possible to work while running Nerv, as the Workbench screen pops up every time with the requester on it.

It seems to multitask nicely—when you don't respond to one of its requesters for a while, a second requester pops up.

If you run the program from the CLI, it may be terminated easily by pressing the usual control-C key sequence. If you run it as mentioned in the manual—installing it in the startup-sequence—you can send a break signal to Nerv to terminate the program. I was a little disappointed that I could stop the program from annoying me without being registered. It also had no problems with any other program running in the background, which is a misfeature.

## Documentation

German documentation only. The program is to be used intuitively and does not need any documentation, though.

## Likes

It really does what the term “Suckware” promises. After you have answered the requester for at least the 7th time, it really gets annoying.

I really like the Swabian version.

## Dislikes and Suggestions

You can break the program by sending a control-C signal to it. This feature should be removed or changed to a less usual key-combination.

There should be more buttons and fewer different texts in them.

It is too easy to deinstall the program. Deinstallation should be possible only with registered versions.

Comparison to Other Similar Products

There are NO other similar products on market.

## Bugs

It works.

## Vendor Support

User pays extra for ordering the packet.

## Warranty

The program comes with a promise to annoy you as long as you run it.

## Conclusions

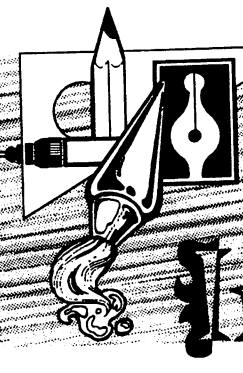
It's one of the most useless products ever, but it is worth using.

## Copyright Notice

This review is Shareware. If you want to read it more than once, you have to register it. The price for it is (standardized) 30.- DEM (German currency only). For getting the account number, send me a mail. ;o)

Stefan Schulz  
[schulz@informatik.uni-kl.de](mailto:schulz@informatik.uni-kl.de)

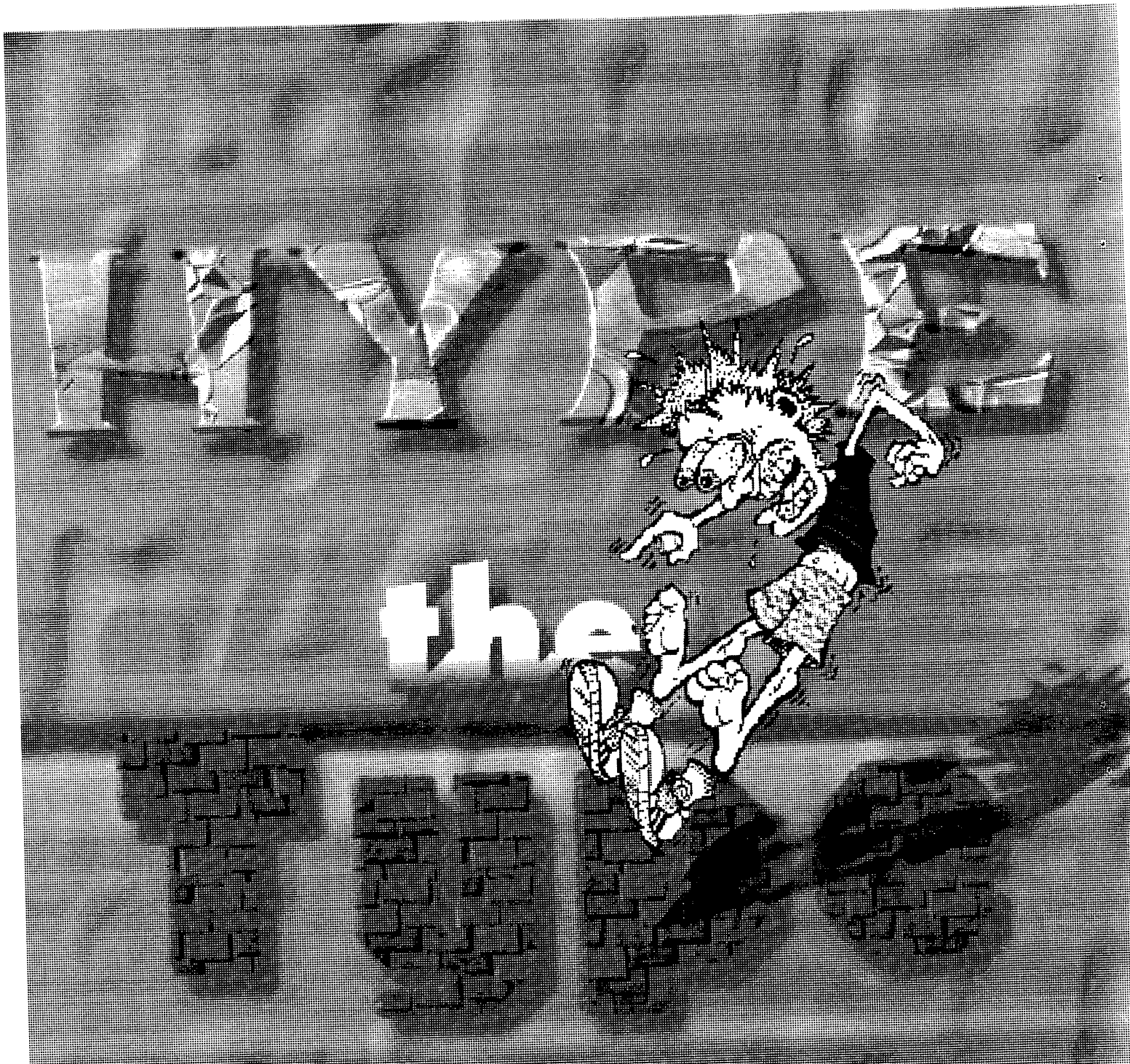
# The Creative Impulse



*Barnhaus* by Dan R. Dennedy

I created this image as logo art to embellish a new section of OVAUG Online and the OVAUG Newsletter called "Digital Gallery." I shot the Photo using a Ricoh XR7 35 mm SLR in Harrison, Ohio. Then, I scanned it on my Epson ES600C scanner using ASDG software. Next, I applied tonal corrections in Art Department Professional on my Amiga. Finally, I used Fauve Matisse for Windows to create the effects.





*by Dan R. Kennedy*

This is a step-by-step guide on how to use some Amiga programs to create those real trendy effects with type. The biggest trend is the soft shadow. In fact, it is so common any more that pages or video images just do not seem to look right without it. The best soft shadows are those which blend in with a background. Another popular effect is to use a texture to fill the type to make it look like rock, wood, metal or just plain psycho. Combine the previous two effects with embossed edges and specular highlights and you have some killer type effects!



## Soft Shadows for DTP

The most simple shadow just sits on the page without a background (see figure 1). All you need to do is fire up an image processor or paint program. Set the type in gray on a white background. You need to experiment with the level of gray which works best. Then, just majorly blur it out. Save the bitmap. Load or switch to the DTP or word processing application. Enter the same type with the same font. Now, import the bitmap and place it behind the text at an offset. You might need to turn off text runaround. That's it!

If you use PageStream 2.2 or earlier, then you know that bitmaps are only displayed in black and white with no dithering—only a threshold representation. Most of my shadows are under 50% gray, so they do not appear and alignment is difficult. As a solution, before blurring the type in the image processor, I save a black version. The non-blurred bitmap and the shadow bitmap should be the same size. I use the black bitmap for placement and replace it later with the shadow bitmap by dragging it out to the same size.

The "Funk" example was fun to create, not to mention, simple! I set the type in black on white in Art Department Pro. Then, I repeatedly applied the Displace Pixel and Median Filter operators to degrade the edges. I rendered the image in two colors and saved as a 2 color IFF. Then, I opened the image into BME (Soft-Logik's Bit Map Editor). Finally, I performed an autotrace on the image and saved as an IFF-DR2D. I like the smooth, but distorted effect this technique gives. As an alternative, I could have skipped the tracing step to create a scratchy edge effect on the edges.

## Shadows and Texturized 3D Type

I have perfected techniques to add type to a background image complete with semi-transparent soft shadows, texturized (with another image) or gradient filled text, and 3D embossed edges in both ImageFX and Art Department Pro. The results are stunningly realistic.

The end result is suitable for DTP or video work. Although, for DTP, large, colorful bitmaps are needed for high resolution color output. If you are outputting at only 300 dpi in black and white as I am, then the results are not as dramatic. Sorry, but these 300 dpi laser printers are not all that they used to be. For both programs, I make extensive use of the alpha

You will need a background image without too much contrast, a really phat font, and another image to use as a texture for the type (you can also use a gradient fill).

Yo, man, get with the  
**Funk**



channel. Although the programs include builtin tools which attempt to produce the intended effects, the results are just unsatisfactory. Consequently, for either program, almost forty steps are required—certainly too much work. Even many image processors on other platforms, namely Adobe Photoshop, require this amount of work. However, some newer hybrid image processor/paint/draw applications handle this swiftly. I performed the desired effects in Fauve Matisse for Windows in only five steps! Not only that, but I could make modifications afterwards without repeating any steps. I could try to write some ARExx scripts to automate the process, but there are too many variables involved, as will be seen. Meanwhile, I await the arrival of these next generation art programs to arrive on the Amiga. (I have not been able to test some of the new paint programs for the Toaster nor the acclaimed OpalPaint.) Time to start crunching; start either ImageFX or Art Department and follow my step-by-step procedures.

## ImageFX 1.5

- 1 Load the background image from disk. Provide tonal correction to it as needed now.
- 2 Select Buffer, Copy To Swap.
- 3 Select Buffer, Clear Buffer, To Black. Or, press the 'K' key.
- 4 Select the color white (255,255,255) from the palette.
- 5 Select the text tool and set your type resulting in a brush.
- 6 Verify that the selection mode is currently set to "Brush."
- 7 Select Convolve, Custom Load, GaussianHigh, Okay.
- 8 Position the type in the desired location. This is the shadow so take into account an offset.

**Note:** If you need some visual aid to place the brush, press 'L' to turn on ImageFX's lighttable. The lighttable defaults to exposing the alpha channel. Press 'V' to toggle the lighttable between the the swap buffer and alpha channel.

- 9 Stamp the brush and make a note of the coordinates.
- 10 Select Alpha, Copy To Alpha.
- 11 Swap buffers by pressing the 'j' key.
- 12 Select Black (0,0,0) from the palette.
- 13 Select the filled rectangle tool by double-clicking the lower right hand corner of the gadget. This causes ImageFX to display the Fill Options requester. Set the options: Mode Matte, Blend 67%, Alpha as Frisket, and Type Solid.
- 14 Drag out a rectangle where the type should appear.



An example of embossed texturized type with a soft shadow created in Image FX 1.5.

Congratulations! You now have a soft shadow. Vary the appearance, by adjusting the amount of blurring in step 7 (repeat as needed) and by adjusting the Blend amount in step 13. Sorry, you will have to start from step 3 if you need to change anything.

Note that you can not set the type in black and attempt to blur it as there is nothing to blur! You might try to set the type in white, and you can blur the brush as we did above. Then, you might try to apply the brush using the darken mode, but the blur effect will not apply! In addition, you might try to set the type in black and stamp using the blend and the feather out options in the Draw Options requester, but the edges will not feather. Feather In works, but does not produce the

intended effect. Only the above technique works—what a pity.

- 15 Save the current buffer to disk, preferably in IFF-ILBM24 format, to a temporary file.
- 16 Clear the current buffer to black with the 'K' key.
- 17 Select the text tool and set the same type in white.
- 18 Verify that the selection mode is "Brush."
- 19 Select Convolve, Blur, 16. Repeat.
- 20 Select Color, Halftone, 50% Threshold.
- 21 Set the Draw Options (F6) to: Mode Matte, Blend 100%, Alpha Off, and Edge Normal.
- 22 Position the brush on your coordinates. Move the brush to offset the shadow (try -10 pixels in both directions). Stamp down the brush.

**Note:** For precise placement, make sure that coordinates display is turned on and that you use the left Amiga and cursor keys to move the brush.

- 23 Select Alpha, Copy To Alpha.
- 24 Clear the current buffer to black by pressing 'K.'
- 25 Select the text tool and set the type one last time in white.
- 26 Verify that the selection mode is "Brush."
- 27 Select Convolve, Blur, 8.
- 28 Stamp brush at the same offset as in step 22.
- 29 Set Selection mode to "Full."
- 30 Select Color, Negative.
- 31 Select Convolve, Relief Map.
- 32 Swap buffers with the 'j' key.
- 33 Select Brush, Load Brush.... Find your texture map.
- 34 Select the filled rectangle tool with a double click. Set the Fill Options: Mode Matte, Blend 100%, Alpha Off, Edge Normal, Type Brush Tile.
- 35 Drag out a rectangle over the entire screen to fill the buffer with the texture map.
- 36 From the Palette panel, make a range (R1) which covers only gray scale 128.
- 37 Switch back to the Toolbox. Select Composite and set options: Include All, Exclude R1, Closeness 1, Alpha Off, Merge 50%.

- 38 In order to get the shine edge of the embossing to appear you may need to select Transform, Roll, 2, 2. The lighttable with the alpha channel can help you here.
- 39 Swap buffers using the 'j' key.
- 40 Load the temporary file.
- 41 Select Composite with options: Include All, Exclude None, Alpha as Frisket, Merge 100%.

All done, and in only 41 or more steps (see figure 2)! You can vary the effect by modifying the offset. Blur more or less in steps 19 and 27 to impact the depth of embossing. To reverse the emboss, skip the negative filter in step 30. Also, change the amount of blend in step 37 to affect the shininess of the embossing. The rolling in step 38 can be critical to expose different edges of embossing, or repeat step 19 more to make the frisket opening "heavier."

## Art Department Professional 2.5

The technique in Art Department is basically the same as for ImageFX:

- 1 Select the Universal Loader to open the background image.
- 2 Press Shift-Numeric Keypad-0 to save the buffer to swap buffer 0.
- 3 Note the size of the image. It is important to have all images and alpha channels of the same size in Art Department.
- 4 Set the Loading mode to "Replace."
- 5 Select the Backdrop Loader: Type Gray, Mode Fill, Color Black (0), Width and Height the same as the background, OK.
- 6 Select the Text Visual Operator: Set desired text, font, size, tracking, and offsets; Blur 0; Emboss Off; Mix 100; Color White (255,255,255); Tint 0; Accept; Exit.
- 7 Select the Convolve Operator: Load Matrix, Blur5x5, Mix 100, Threshold 0, OK.
- 8 Save Temp.
- 9 Press Numeric Keypad-0 to

- load swap buffer 0.
- 10 Set Loading mode to "Compose."
- 11 Load Temp As Alpha.
- 12 Select the Backdrop Loader: Type Gray, Mode Fill, Color Black, Width and Height the same, OK.
- 13 Set the Composition Control: Offsets 0, Mix 67%, Transparency Alpha Memory, Compose.

Check out the shadow! Vary the effect by adjusting the blurring in step 7 or the mix amount in step 13.

- 14 Press Shift-Numeric Keypad-0 to save the buffer to swap buffer 0.
- 15 Set the Loading mode to "Replace."
- 16 Select the Backdrop Loader: Type Color, Mode Fill, Width and Height the same, OK.
- 17 Set the Loading mode to "Compose."
- 18 Select the Universal Loader (use the Backline loader for a gradient fill) to open the texture map.
- 19 Set the Composition Control: Offsets 0, Mix 100%, Transparent Color, Opaque, Compose. Make a quick mental note of the size of the texture map.
- 20 Select the Tile Operator: Offsets 0, Width and Height the same as that of the texture map (previous step), Skew 0, OK. Skip this step if you used a gradient fill or an extremely large texture map.
- 21 Press Shift-Numeric Keypad-1 to save the current buffer to swap buffer 1.
- 22 Set the Loading mode to "Replace."
- 23 Select the Backdrop Loader: Type Gray, Mode Fill, Color Black, Width and Height the same, OK.
- 24 Select the Text Visual Operator: use all of the same settings except the offsets for the desired shadow effect, Accept, Exit.
- 25 Select the Convolve Operator: verify that Blur5x5 is loaded, Mix 100, Threshold 0, OK.
- 26 Press Right-Amiga-B to select the Balancing requester: Contrast 50, everything else 0, OK.
- 27 Select the Apply\_Map

- Operator.
- 28 Save Temp.
- 29 Select the Backdrop Loader: same settings (step 23), OK.
- 30 Select the Text\_Visual Operator: same settings (step 24), Accept, Exit.
- 31 Select Operator\_Emboss: Out.

**Note:** I modified Emboss to make an Emboss2 which lets you set the compass direction of the light source and amount of embossing. Emboss2 also performs clipping and scaling to clean up the outside edges of the buffer. Contact me if you need this beast.

- 32 Select Operator Gray To Color.
- 33 Set Loading Mode to "Compose."
- 34 Select the Universal Loader and open "T:ADProTemp.1" to composite swap buffer 1. **WARNING:** Pressing Numeric Keypad-1 will not let you composite.
- 35 Set the Composite Control: Offsets 0, Mix 50%, Transparent Color (127,127,127), Compose.
- 36 Press Shift-Numeric Keypad-1 to save to swap buffer 1.
- 37 Press Numeric Keypad-0 to load swap buffer 0 (background with shadow).
- 38 Load Temp As Alpha.
- 39 Select the Universal Loader and open "T:ADProTemp.1" to composite swap buffer 1.
- 40 Set Composite Control: Offsets 0, Mix 100%, Transparency Alpha Memory, Compose.

Take a look now! The title image for this article was created using this technique in Art Department Professional 2.5 (see page 22). You affect the impact of the embossing by blurring more between steps 30 and 31. Adjust the mix in step 35 also to adjust the shininess. Modify the offsets of the text to get the desired lighting angle. For the best results, where does the dominant lighting come from in the background?

### An Explanation

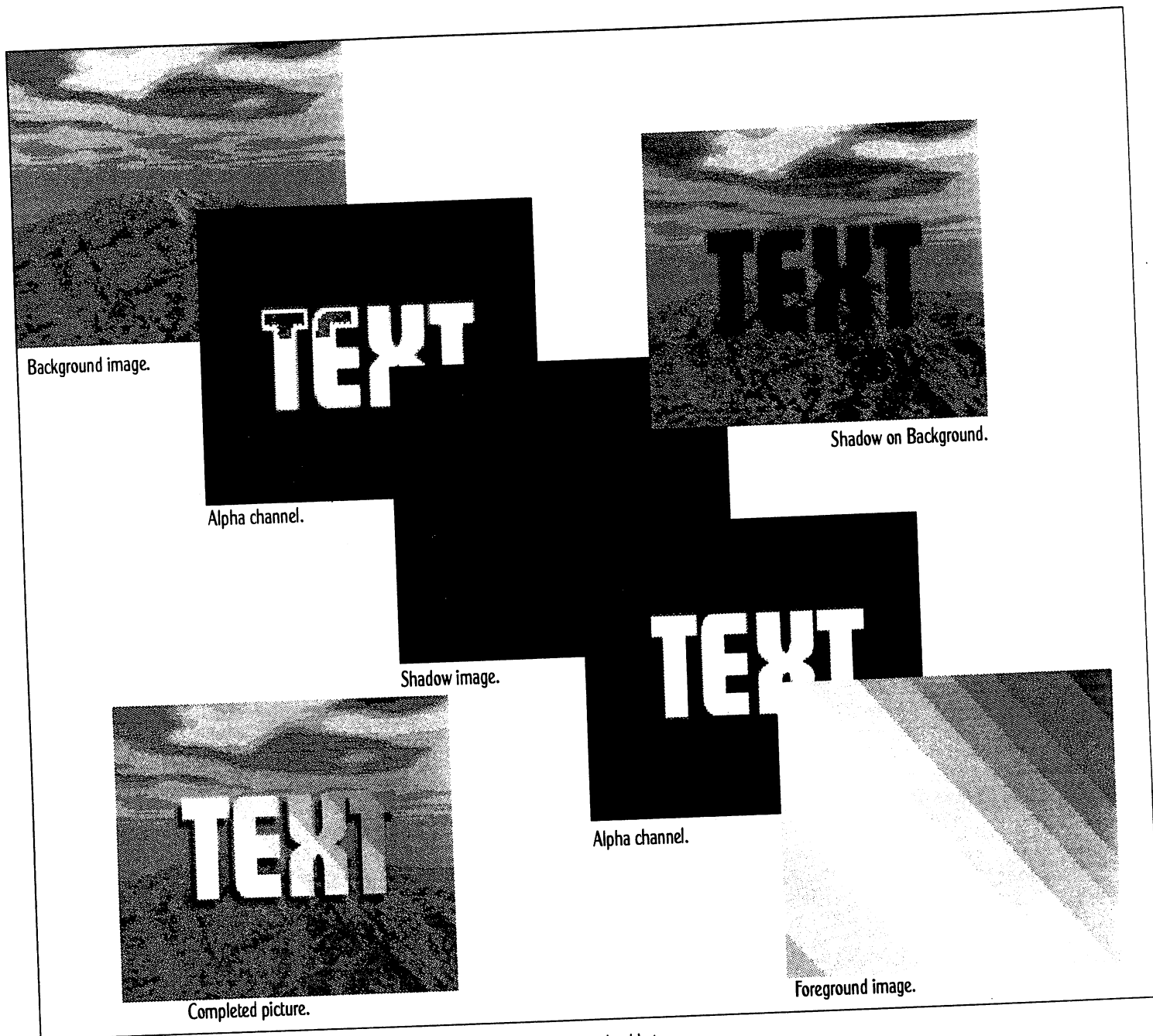
Okay, I feel an explanation is deserved. There are many steps involved, and one can easily get lost. Therefore, an under-

standing of what is going on here will help greatly. Furthermore, I shall explain the use of the alpha channel. Effective use of the alpha channel is necessary with high end image processors.

An alpha channel is an 8 bit grayscale picture which sits between a background and a foreground image. The level of gray in the alpha channel determines the opacity of the foreground. Therefore, it is always best to think of an alpha channel as an opacity layer for the foreground image. To visualize this, first picture the alpha channel as a simple white rectangle on black image. The white rectangle will let the foreground image show through. Outside of the white rectangle, the foreground does not appear. Now extend the analogy to a grayscale. The more white the level of gray, the greater the opacity of the foreground image. Inversely, the more black the level of gray, the greater the transparency of the foreground image. Therefore, a solid 50% gray alpha channel will equally blend the foreground and background images.

Now, alpha channels are mainly used for two purposes. The first usage is that of a frisket or mask or cookie cutter. Pure black will protect, or mask off, the background. Use levels of gray to smooth the edges between black and white for a softer look. Use extreme blurring to create a ghostly appearance. If you want to create a photo collage, first pick an image for the background. Then, load a new image into a paint program. Paint white over areas of the picture which should appear in the collage. Paint black over the areas you do not want. Then, using a blurring mode on the brush, smooth out the edges as desired. Use the smearing, scattering, and smudging modes of the brush to create special effects such as scratchy edges.

Another use for the alpha channel is to apply the foreground image to the background using a texture. For example, make a grayscale image of a brick wall and place it into the alpha channel. Then using a splotchy red foreground image, merge or composite the foreground and background images. The resulting effect is that the



An illustration describing the layers of images with alpha channels wedged between.

3

background image is painted on a red brick wall.

In my 40 step technique above I am using the masking approach to the alpha channel. There are five layers to the image (see figure 3). Layer one, the bottom layer, is the background image. Layer two is an alpha channel containing white text on black, blurred, and at an offset. Layer three is a solid black image. Layer four is an alpha channel of white text on black. Layer five is the foreground image which is the texture to apply to the text. Just as

a painter works from the background to the foreground, always work from the bottom up. Merge or composite the bottom three layers using a blend (67% in my example). Using the resulting image as the new background, merge the three top layers using a 100% blend. I make it sound so simple, but it is easy to get fouled up in the image processing application. I think it is easiest to sketch out the different layers on a piece of paper before starting. Good luck channel surfing!

### Specular Highlights

A specular highlight is the usually white, highly reflective spot on shiny objects. Users familiar with three dimensional ray tracers are familiar with this parameter or effect. To apply a specular highlight to a bitmap image, simply load the picture into a paint program. Then, using the airbrush and white (or some other light color), paint in small spots in the obvious places. It takes some experimentation, but that is all there is to it, basically. ☐



# DTP STRESS RELIEF Band-aids

by Dan R. Dennedy

## Art Expression Major Annoyance #1

It seems as though Art Expression 1.04's Font Manager can not handle a directory containing more than 50 fonts. It will just sit in an infinite loop forcing you to reboot. Also, I have trouble with it trying to write to an XFH (file-system compression) partition. While this is problem lying with XFH, it is not worth removing it from the system. There is an extremely simple workaround for both of these problems. Art Expression simply writes a file named "AEFontList" in each directory of fonts. The format of the file is simple: e.g.

```
Excaliber.pfb Excaliber
Londonderry.pfb Londonderry
<filename> <name to appear in font requester>
```

To create such a file simply change to the desired directory and use the AmigaDOS list command:

```
> list TO AEFontList QUICK NOHEAD FILES
LFORMAT=%N %M"
```

I made a button in Directory Opus to do this with the current window so I do not have to remember the arguments for the LFORMAT option. Next, simply add the directory through the ArtExpression FontManager, but do not click on "Update!" As expected, the fonts will appear in the font requester with names similar to the file names. I happen to be fortunate enough that my file names are exactly the same as the fonts' internally defined names. This is a requirement of the PostScript interpreter Post... which brings me to the next point.

## Post 1.86 Major Annoyance #1

The post.library V17.7 will puke on many fonts, especially public domain ones or even ones created with Fontographer (a MAJOR font editor for the Macintosh and Windows). It will work with any font output by TypeSmith fortunately. This is not the only problem; Post expects a font's file name to be the same as the font's internal name, as defined by the "/FontName" field, plus the ".pfb" extension. I have written an ARExx script for TypeSmith which will import the .pfb and .afm (or .pfm) of a font and export it to a directory with the correct file name pulled from the font. It exports the font with hinting turned on and with TypeSmith encoding. The script also optionally exports the font as an Intellifont with hinting to a directory. Now I have PostScript fonts which are usable in all of my DTP applications and which print beautifully using the Post utility. Additionally, I have the Intellifont version of each font to use in image processing programs. Contact me if you need this ARExx script. By the way, the script also solves some fierce encoding problems I have faced while using PageStream--problems which could not be solved by importing and exporting using the TypeSmith GUI.

## PageStream 2.22 Major Annoyance #1

A desktop publishing application is mainly intended for layout purposes. Therefore, I enter text using a standard text editor rather than directly

through PageStream. PageStream can be a great program, but sometimes it fouls up on even the most trivial tasks. Case in point: importing ASCII text. Most text editors save a linefeed character at the end of each line and then continue with the first character of the next line. PageStream can import ASCII text with the option "Line has the Linefeed." PageStream then strips out the linefeeds at the end of each line so that text properly fills a column. However, it does not replace the linefeeds with a space character, and you end up with many words butting against each other. Normally, you have to manually go through the text column looking for these errors. An easy workaround is to use your text editor to force the spaces. After entering all text, you must add a space before every line except the first line of every paragraph. Also, add a blank line between paragraphs. Most good editors let you select a block of text and shift it to the left or right by a space. Other editors may let you record a macro which goes to the beginning of the line, type a space, and finally move the cursor down one row. Then, just play back the macro as many times as needed. If you do not have a text editor which is capable of either, pick up the ShareWare editor GoldEd and register it.

I hope that this helps some people who have faced similar problems. At the very least, I hope it gives the general user some ideas on how to devise workarounds for their other problems. ☐

This is Dan's Inferno



# AmigaDOS Syrex 80

by Dan R. Kennedy

## Stupid DOpus Tricks: Yet Another ARexx Script for Managing Archives in Directory Opus

I recently wrote an 850 line ARexx program for Directory Opus for managing LhA archives. I know that there are other programs out there to do this, but I have not checked them out. I started purely from my own ideas. I have, for the most part, captured the entire functionality of the LhA command. It supports much more than viewing and extracting. I am putting the finishing touches on it, and it will soon be available for everyone to use. It will come with the lha.rexx script, the lhaconfig.rexx script, a Directory Opus buttons clip file for quick pasting, some installation notes, and on line help files. Directory Opus version 4.11 and LhA version 1.50 are needed.

You start out by opening an existing archive or making a new one. To open an existing archive, simply select it and press the "Open" button. You can also double click on the archive's name. The contents of the archive appears in the active window. Directories in the archive are not displayed as directories; rather, all files are displayed with their paths from the home directory much like the command "lha v" yields. Along with file names, uncompressed size, date, time, compressed size, and compression ratio are displayed. The rexx program is smart enough to determine the largest

path/file name and to position the first column of the size field appropriately. To make a new archive, first display the target directory for the archive. Next, in the other window, display the home directory for the archive's contents. Select some entries. Then press the "New" button. You are prompted for the name of the archive. Upon entering the name and pressing return, the files and directories are compressed into the archive. Selected directories automatically collect files recursively down the directory tree. When finished archiving, the contents of the new archive is displayed in the target directory window. In either case, after the archive contents are displayed. The LhA button bank is displayed in Directory Opus.

All actions occur between the archive window and whichever directory is displayed in the other window. I will call the windows the "archive window" and the "directory window." The archive window must not be changed by choosing the hidden (or explicit) parent and root gadgets or by the path string gadget. If this happens, you need to close the archive and start again. There is no way to intercept these Directory Opus controls. On the other hand, the directory window can and should be changed if needed. In LhA operations, the directory window is treated as the "home directory" in LhA parlance. The script always checks to see if the archive window or directory window is active to determine the intended opera-

tion. Many of the commands fall back to the Directory Opus default when the current window is the directory window.

The LhA button bank is organized into columns by category. The first column of buttons contains the "project" buttons:

- **New** Creates a new archive in the destination directory with the selected entries. Explained Above.
- **Open** Opens the currently selected archive. Explained above.
- **Close** Closes the archive and displays the archive's directory in the archive window.

The next column of buttons are selection commands as found on bank one of the default Directory Opus configuration. If the active window is the directory window, the commands fall back to the Directory Opus defaults:

- **All** Selects all entries in the active window.
- **Toggle (under All)** Inverts the selection status of all entries.
- **None** Deselects all entries.

It should be noted now that the ARexx script respects the configuration option to scroll the window to the current entry during operations. In other words, if you turn scrolling on, then the script scrolls the window as it selects and performs operations on entries. In addition, the script respects the option to confirm deletions. It also reads the status of the StartNotify() option to determine if the script itself must



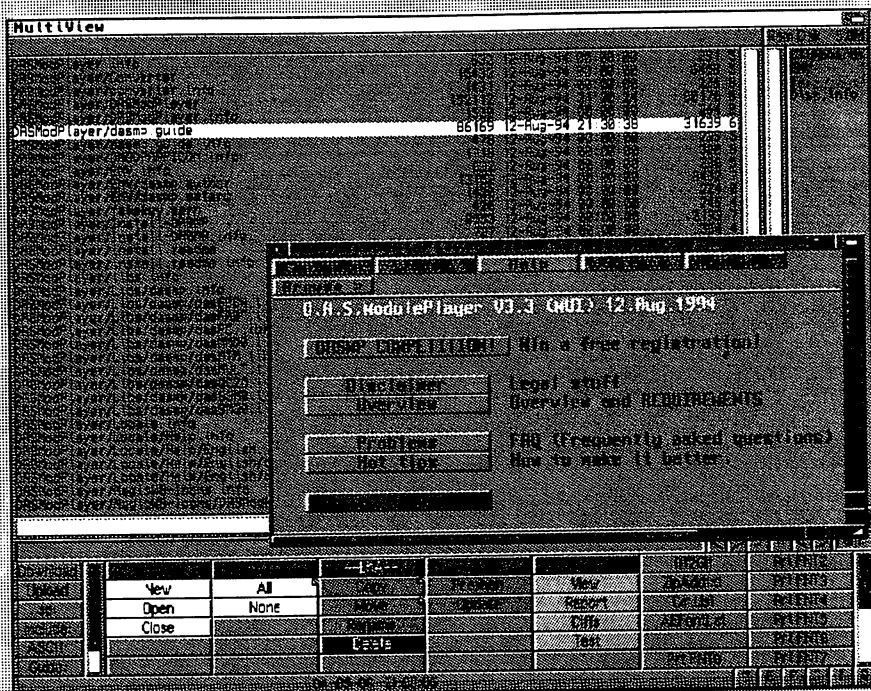
refresh the window. See the Directory Opus manual for more information. This is an example of better ARexx programming.

The next column of buttons are the file management buttons. They follow the functionality of their default Directory Opus brethren. In addition, they are bi-directional. They perform different operations with Lha depending on which window is active, but the results of the operations are intuitive:

- **Copy** Copies selected entries to the other window. If the active window is the archive window, then an Lha extract operation is performed. If the active window is the directory window, then an Lha add operation is performed.
- **Copy As** (under Copy) Copies selected entries to the other window allowing you to rename the entries.
- **Move** Moves (copy and delete) selected entries to the other window.
- **Move As** (under Move) Moves selected entries to the other window allowing you to rename the entries.
- **Rename** Renames the selected entries. If the active window is the archive window, then the entries are extracted into T:, the entries are deleted from the archive, the entries in T: are selected, the Directory Opus "Rename" command is performed, the entries are moved back into the archive, and the archive window is updated.
- **Delete** Deletes the selected entries. If you turn on confirmations, then you will be prompted to continue.

Notice the care I have taken to make sure that the script works as similar as possible to standard Directory Opus operation.

The next column of buttons are the archive management buttons. These commands are also bi-directional, but they pay no attention to the selected entries. The directory window is



always compared against the archive window and appropriate action is taken either into the archive or into the directory:

- **Freshen** Freshens the archive if the archive window is active; otherwise, freshens the current directory. Freshen takes matching files between the directory window and the archive window, compares the date and time of last modification, and updates the file if it is older.
- **Update** Update is just like Freshen except any new files are also added.

The next column of buttons are the viewing and reporting buttons:

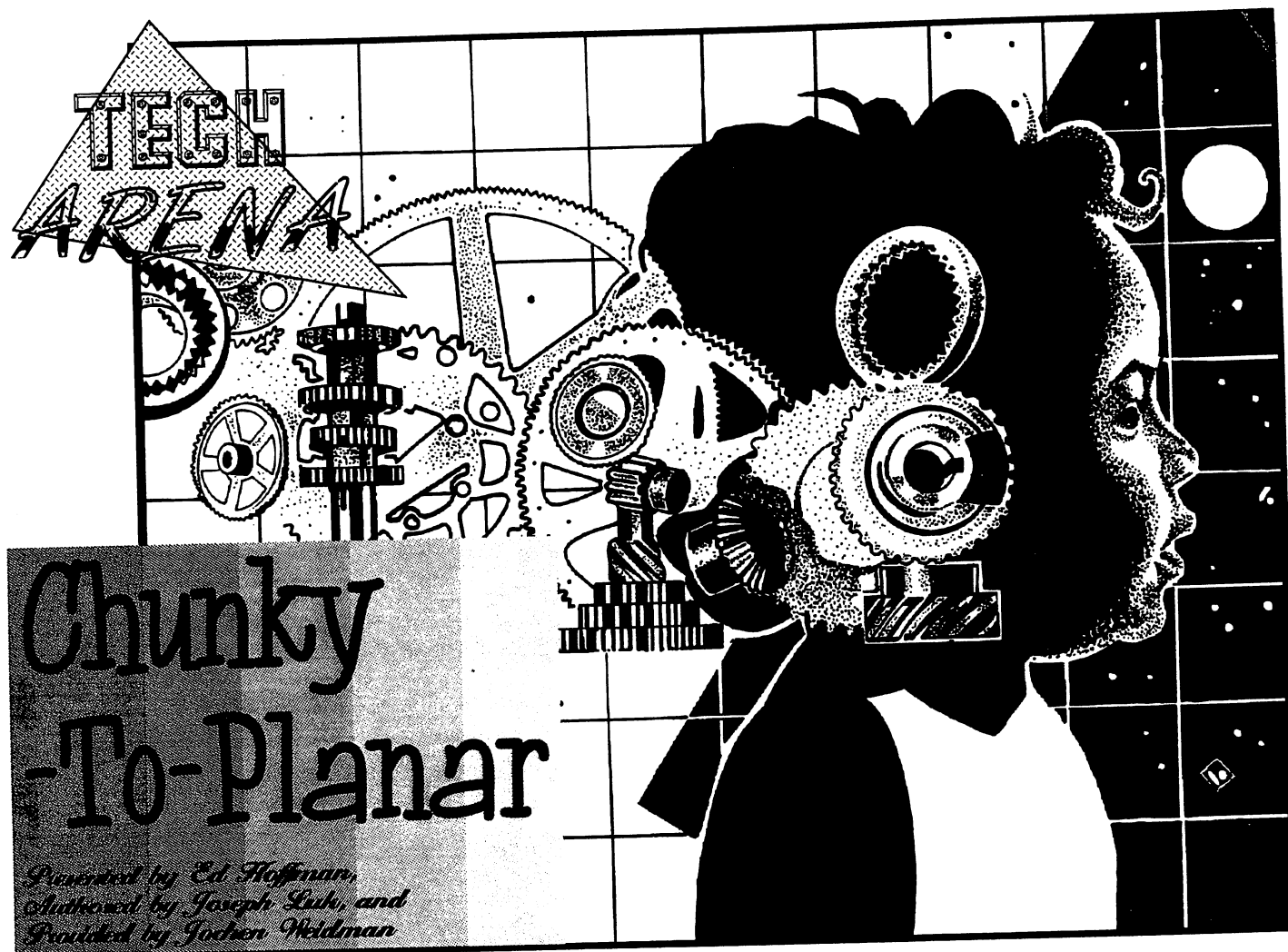
- **View** Views selected entries. If the active window is the directory window, then the Directory Opus "Show" command is used and filetype recognition is used. If the active window is the archive window, then the file is extracted and MultiView is used to view it.
- **Report** Displays the archive contents in full detail using MultiView.
- **Diff** Compares the archive window against the directory window and displays the report using MultiView. It uses the Lha diff operation.
- **Test** Tests the integrity of the archive and gives the result in

a notification requester.

Double-clicking an entry in the archive window will try to view the file using MultiView.

After having written all of this, I now go back to the drawing board. I plan to support Zip archives too. In addition, I wish to integrate ftp and some project management functions. Since I went through the trouble of maintaining as much of the standard Directory Opus operation as possible, I should go ahead and use one set of buttons which perform different commands based upon the context. I have already established a variable on the ARexx Clip list called DOPUS.n.MODE. The 'n' variable represents which session of Directory Opus is used. I forgot to mention that the script does handle more than one copy of Directory Opus running at the same time. By writing scripts for the All, Toggle, None, Copy, Copy As, Move, MoveAs, Rename, Delete, and View buttons, I can check which mode Directory Opus is in and handle appropriately. I think it would also be nice to NOT have to use MultiView, but rather use the Directory Opus filetype recognition.

Be prepared for more stupid DOpus tricks.... ☺



## Chunky? Planar? Is this a Computer or Ice Cream?

(Note: This was adopted from the Amiga FAQ (Frequently Asked Questions, available in its entirety on the club BBS in Area 1). This document is being developed and is copyrighted by Jochen Weidman of Metzingen, Germany. - Ed Hoffmann)

What are chunky and planar displays?

Simply put, the terms 'chunky' and 'planar' (short for 'bitplanar') refer to different ways of storing graphics information in a computer's memory. They are rather easy to understand, as far as things go, but incredibly difficult to explain.

Computer images are arranged as a grid of pixels, each of which can be thought of as a number representing the color number of the pixel, sort of

like a paint-by-numbers scheme. For example, here's a simplified example image, in four colors: 00302132

The Amiga stores this image in a 'bitplane' mode. That is, it is represented by several planes of bits (binary digits, 1s or 0s). This is a four-color image, so each color number could be represented by two bits. Therefore there are two bitplanes:

00100110 Here's bitplane 0  
00101011 And here's bitplane 1  
00302132 Adding them  
binary style

Which is the final image. If the image was in two dimensions, it could truly be composed of bit planes. However, I'd need three dimensions to show multiple bitplanes overlayed, and therefore for simplicity we're working in one dimension

(which is all we need)

Now, there's another way of storing this image. How about if we localize the bit data in little chunks?

00 00 11 00 01 10 11 01  
= 00302132

This is the principle of the 'chunky' pixel mode. Both methods of image storage are perfectly logical, and no one can say that one is better than the other. However, there are certain technical aspects which cause certain advantages and disadvantages.

First, if you've seen colored text scroll on your Amiga, you know there is a bit of "flicker" that arises. Specifically, what happens is that while the text is scrolling, its color temporarily changes to something completely different. What's happening is that the computer's moving several bitplanes of data while

the raster (monitor electron gun) is sweeping across the screen. What that means is that, if the raster catches the data while it's being moved, you can end up with some bitplanes being moved and some not. What if we filled bitplane 1 in the example above with 0s? Instantly all the 3s become 1s, and the 2s become 0s! This is what causes "flicker" when certain colors are scrolled. By contrast, if a chunky pixel display is caught while scrolling, all we see is a partially-scrolled image; the colors are preserved (since their units are the small ones).

That's a disadvantage to planar pixels, but what about chunky pixels? Well, recall that a computer organizes information in terms of 8 bit bytes. These groups are static; you cannot decide to all of a sudden organize data in terms of three bytes or something! Therefore, when using chunky pixels, things get complicated if we decide to use a nonconvenient number of bits per pixel. In practice, the 8-bit (256-color) mode, and 24-bit (16 million color) modes are the most common candidates for chunky pixel displays.

Finally, certain effects can be accomplished with the different systems. Bitplanar mode is particularly useful for things like shadows (where an extra bitplane is set with 1s instead of 0s), and chunky mode is great for perspective and "mapping" (since the data for each pixel is localized in a single "chunk"). The latter advantage makes chunky pixel mode really great for games, and is what made Wolfenstein 3-D possible.

We all know that Amigas use the bitplane system for storing images. However, the Macintosh and PC (VGA) both use chunky pixel modes. While we can optimize our RAM usage with "bizarre" modes like 8- and 128-color, they gain the advantages of non-flicker scrolling, and the programming simplicity of just writing a byte where you want the pixel to go.

The difference between the

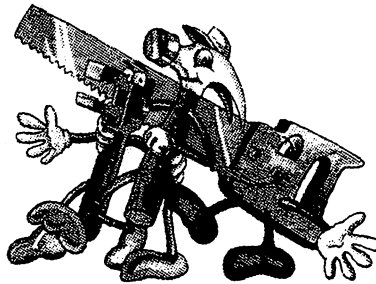
two modes becomes problematic in things like emulation. EMPLANT has a "chunky to planar" routine which it uses to convert a Macintosh display into an Amiga one. "Chunky to planar" routines are also useful for getting chunky-inclined things to run on Amigas (see TMAPDemo, rotdemo). On a side note, there was some confusion as to what EMPLANT used the MMU for with regard to chunky to planar. The MMU itself is incapable of performing

the algorithm for the conversion; rather, it is used to detect what portions of the display memory are updated from the Mac side, and therefore the processor is saved from having to perform the chunky to planar conversion for the entire display.

I sincerely hope that helped clear up most of the mystery concerning the terms "Chunky" and "Planar!"

(Joseph Luk,  
jluc@eis.calstate.edu) ☐

## The Tool Kit



### term 4.0 (Giftware)

Aminet:comm/term/term-4.0-030.lha, term-4.0-Doc.lha, term-4.0-DVI.lha, term-4.0-Extras.lha, term-4.0-Libs.lha, term-4.0-Locale.lha, term-4.0-Main.lha, term-4.0-PS.lha, term-4.0-Roadmap.txt, term-4.0-Source.lha.

Phone: (606) 371-9690  
FAX: (606) 282-5942  
BBS: (606) 282-5943  
Net: scottbe@iac.net

### Sensi Japanese (Demos)

Aminet:misc/edu/JapanDictionary1.lzh, JapanDictionary2.lzh, JapaneseHiragana.lzh, JapaneseWordADay.lzh, JapanVocabulary.lzh.  
Fred Fish Diskette 839.

### DeliTracker 2.07 (Shareware)

Aminet:mus/play/DeliTracker\_207.lha

### Nerv (Shareware)

Aminet:util/misc/Nerv.lha

### Post 1.86 Enhanced (Freeware)

Aminet:text/print/Post186enh\_bin.lha, Post186enh\_min.lha, Post186enh\_src.lha, postfix.lha  
Fred Fish Diskette 828.

### HWGPOST beta 3 (Giftware)

Aminet:text/print/HWGPOSTbeta3.lha

### AmigaDOS 3.1

Expert Services  
7559 Mall Road  
Florence, KY 40142 USA

### ImageFX 1.5

Great Valley Products, Inc.  
600 Clark Ave.  
King of Prussia, PA 19406 USA  
Phone: (215) 354-9495  
FAX: (215) 337-9922

### Art Department Professional 2.5

Elastic Reality, Inc. (ASDG)  
925 Stewart St.  
Madison, WI 53713 USA  
Phone: (608) 455-1454  
Net: asdg@bix.com

### Directory Opus 4.12

Inovatronics, Inc.  
8499 Greenville Avenue  
Dallas, TX 75231-2499 USA  
Phone: (214) 340-4991  
FAX: (214) 340-8514  
BBS: (214) 342-1930

### PageStream/Art Expression/TypeSmith

Soft-Logik Publishing Corporation  
P.O. Box 510589  
St. Louis, MO 63151-0589 USA  
Phone: (800) 829-8608  
BBS: (314) 894-0057  
Net: tech@slpc.com

# PageStream3.0 SHIPS!

*First impression: well, the  
manual looks real nice...*

**Ohio Valley Amiga Users Group  
P.O. Box 428539  
Cincinnati, OH  
45242-8539**

